A NEON SAMURAI ROLEPLAYING GAME

NEWEDO

SUSHI BAR
BURGER
KINUMOTO
KIKUSU

v1.05 Digital Edition

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Wanna talk about NewEdo with folks who give a crap? Wanna give feedback on the book or game? Wanna join a group of NewEdo players or discuss the finer details of the game's systems? If so, please join us on Discord, **here**.

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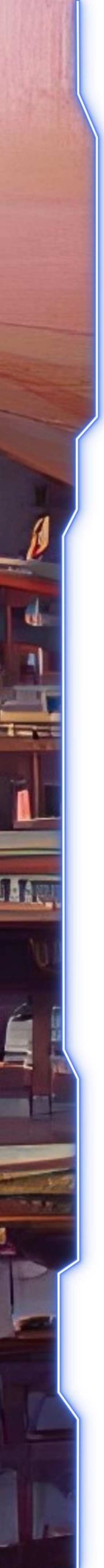
KINUMOTO
IX SIDES SUSHI

Welcome to NewEdo, where fifty million souls can believe things into being and superstition is a smart insurance policy.

What do you want everyone to believe about you?

Usu Kiiro, Master of the Sunflower Garden



SECTION 1: INTRODUCTION

Asakura retained its historical character, having survived more wars and invasions than most sovereign nations. Ancient temples, cobbled streets, painted gates and innumerable examples of the Empire’s traditional wooden homes lent the district a timeless, faraway feel that was echoed by its stoic residents. That same beauty also drew a volume of tourists, so the district was constantly under siege by corporations attempting to monetize its unique character. Nonetheless, the combination of political will and vast generational wealth was for the most part able to protect Asakura from the most garish of corporate influences.

Umiban Lu sat at one of the few outdoor tables of a small tea shop on a busy intersection in Asakura’s commercial zone. The hum of electric vehicles and the occasional whirr of a repulsor engine were a minimal distraction from the general quietude of the district. Umiban stirred her tea as an impatient grimace spread across her face. With a two-metre frame and powerful build, blazing red skin, and overly large horns, Umiban was an intimidating Oni even when she was smiling. Her expensive suit and well-manicured hands did very little to soften her imposing presence as she became increasingly impatient.

“Damn you Silas,” she muttered, sipping tea while pointedly not paying attention to anyone around her. “Late, drunk, lost, useless old fart.”

Umiban kept her eyes on her phone, pretending to read. She was being guarded remotely by two heavily augmented Operatives as well as a reconnaissance drone built for her by the tech geeks in the garages of the Tekun Alliance. The drone was running facial recognition software and sending results through a dedicated node to Umiban and the Operatives. Her watchers were keeping an eye out for any known assassins or mercenaries who might be bold enough to make an attempt on the important Oni as she sat waiting for her contact to arrive.

Her contact was Silas Frane, a retired spy. The old spook was habitually late but had never missed one of their scheduled meetings. Umiban and Silas met once every few weeks in a conspicuous place, having tea or noodles and chatting about mundane pleasantries that would bore even the most diligent spy. Silas was ostensibly retired from the Alliance but had become known as a backdoor communication channel to the Tekun’s highest echelons. The Tekun’s Board, including Umiban Lu, treated Silas as a pressure valve on their simmering conflict with their rival Faction, the Eiko. When things began to escalate, an Eiko would often find a way to speak with Silas, knowing that he could convey a message to Tekun leadership. Thus, despite his increasing drunkenness and decreasing subtlety, Silas benefited from a veil of inviolability in the streets of NewEdo.

So where was he?

1: NEWEDO IN BRIEF

NewEdo is a tabletop roleplaying game designed for players who love the character creation and development process. The game is played with a Target Number (TN) and Skills dice pool, rolled on polyhedral dice (d4, d6, d8, d10 and d12), while combat and contest rules have been kept as simple as possible. Thematically, NewEdo is a combination of samurai legend and science fiction, where bushido does battle with cybernetically modified soldiers in the streets of NewEdo. Each side seeks to hold the faith and respect of the population, to define the soul of the nation. It's a battle for the heart of the Empire, and the traditions of a thousand years will clash with the rapidly evolving ideas of a changing world.

Multiple playable races (called your Lineage) and a fluid role system that doesn't constrain character options make for an infinitely iterative character creation process. Players are encouraged to build a Legend around their characters and are rewarded for actions and decisions that bolster that Legend, regardless of that Legend's morality. NewEdo also uses a unique gameplay system called the Fate Card (FC). A character's Fate Card starts out almost blank, but as the game is played, the FC fills up with potential outcomes influenced by past decisions. You can't avoid your Fate, but you can certainly affect the shape it takes.

Character abilities derived from their Skills, Path, magic, and technology, create synergies depending on the choices the players at your table make. Everyone can create a unique badass, out for glory and gold, but there are ways to leverage the systems so your group's characters are stronger as a unit or team than they would be just as a collection of individuals. This collective underlying ruleset is intended to foster stronger table dynamics. Of course, it may just add drama…

Ultimately, NewEdo isn't a simple game, though it has been designed for ease of play.

I hope you enjoy.

Common Terms

The following terms will come up regularly as you begin to consider your character in the world of NewEdo:

Lineage: the genus of creature that your character's physical form is based on.

Faction: the group, clan, or gang you most commonly associate with. Factions have goals and perspectives that affect where they stand in the battle for the future of NewEdo.

Path: the school of learning that teaches you some of your unique abilities in the game.

Core Traits: the attributes that define your character's physical, mental and social potential.

Shinpi: a Core Trait that only a rare few individuals have, granting your character the ability to speak with the kami and create magical effects.

Derived Traits: game-system attributes that are derived from your Core Traits and Lineage rather than chosen directly.

Skills: the list of abilities that your character may learn to help them do things like shoot, mend, orate and drive.

Augmentations: also known as Augs, Augmentations are cybernetic implants that some characters may choose to instal, enhancing their bodies at the risk of Biofeedback damage.

Backgrounds: these attributes define where you came from and give your character context within the world of NewEdo.

Legend: your character's Legend reflects how famous (or infamous) they are in NewEdo. You increase your Legend by doing legendary things. Your Legend attribute can be used to fuel special powers, and may be used to extend your life if your health drops to zero

ROLEPLAYING

A roleplaying game is one where a group of friends gather around a table (virtual or mundane) and each assume the role of a character (sometimes referred to as a player character, or PC) who participates in adventures set in the game world of NewEdo. One person must act as the storyteller, and is responsible for crafting the stories, setting the stage, and roleplaying all the non-player characters (NPCs) and beings who inhabit NewEdo. Together, you'll decide what kind of story or adventure you want to play out as a group. Over the course of time your characters will become more powerful, and you'll be able to affect, in some minor or major way, the direction of the future of NewEdo and the Empire.

Dice & Other Physical Necessities

Everyone will need access to a set of dice, including multiple copies of four-, six-, eight-, ten- and twelve-sided dice. NewEdo intentionally uses a lot of dice because rolling a huge handful of math rocks is fun as hell.

Players will need to print out or digitally fill in a **character sheet** for their PC. The character sheet is a record of your character's abilities, health and resources, all of which will be in constant flux.

Everyone is encouraged to take notes during a session to make the storyteller's life easier. The storyteller will likely have a whole book full of notes and data to keep track of, so players who only have to direct a single PC should do their best to keep notes about what happens during each session – this spares the storyteller from having to recap before every adventure, and allows them to weave more complex and interesting stories, because the players will have a record of names, places and connections that come up each time you play.

NewEdo can be played wholly within your collective imaginations (the "theatre of the mind"), or you can use miniatures, model scenery, and a grid map if you prefer. The rules are well suited to either option so you should play in the manner you find most fun.

Player Characters

Characters in NewEdo have the potential to be fantastical, larger-than-life beings. You're encouraged to let your imagination run wild as you create your characters in the game. Take inspiration from your favourite books, music, movies, shows and games when crafting your avatar in NewEdo. You don't have to actually pretend to be your character if you're not comfortable with that, although the more time you spend "in character", the more immersive your experience will be.

NewEdo's rules have been tailored to create synergies between characters, so players should communicate with each other during the character creation process to see if there's any great teamwork opportunities. NewEdo isn't a PvP game and though there are no rules against it, we strongly discourage negative or antagonistic roleplaying between characters. Your adventuring party doesn't need to be best friends, but strife between PCs can easily derail a story and ruin everyone else's fun.

Character Motivation

Characters are more robust, and the game is more fun, when PCs have a motivation or goal in the game world. It's not always easy to think up a motivation before you start playing your first session, but at least consider a reason why your PC might do the things they do. Every PC has a **Legend**, and characters get stronger when their Legend increases, so Legend is an easy clue to finding a motivation to accomplish things in NewEdo.

Storytelling

The combination of all your PCs' motivations is the heart of your story. Storytelling can be hard, but also very gratifying. The storyteller describes the world, sets the stage, and crafts the plot – and to help them do that, there's a whole **chapter** dedicated to the art of storytelling.

Players should try to acknowledge how much extra effort it takes to be the storyteller. Bring your storyteller a beer, take notes during play, and generally be respectful of all the hard work your storyteller goes to so you can all have fun.

SETTING

NewEdo takes place in a fictional reality where the line between the mundane and the supernatural is blurred. NewEdo is the capital city of the Empire, an island nation with a long history of sovereignty and protectionism. Set in the middle of the 21st century, the day-to-day realities of NewEdo are very similar to our own; governments squabble, gangsters and executives accumulate wealth, convenience increasingly impugns personal privacy, and people continue to eat, screw, and destroy the environment. On the other hand, mythical creatures roam the streets and magic is alive.

Belief Defines Reality

In this game world, belief affects reality. Ideas, concepts, myths, and superstitions that live long enough in the population's collective psyche tend to become true, real. Even if condo developers wanted to pave over every old teahouse in the city, the conviction of the population – that the past is important, is something to respect and even revere – would make it literally impossible to do so. A wrecking ball might ruin an old teahouse to make way for a glass tower, but if that teahouse was important enough to the neighbourhood, chances are good that it would be there again in the morning. Belief – conviction – defines reality.

This uneasy coexistence between the past and future is a major theme of the game. Traditional samurai continue to walk the streets in kimonos, carrying their *daisho*, disgusted with the lack of honour and respect in modern life. Others have become strong proponents of change and want to see the Empire embrace the progressive advancements of the 21st century; they believe that technology isn't the enemy and can help solve the world's problems. Most of the population have mixed feelings about all of this, but you're not here to play a salaryman going to work in an accounting office for next-to-minimum wage. You're here to make a name for yourself.

The Mundane

NewEdo is a modern city with an ancient soul. Neon-drenched skyscrapers touch the clouds while, only a few blocks away, traditional wooden homes crowd cobbled streets that wind through verdant hills. Extensive subway and canal systems connect NewEdo's disparate districts, and most of the city is considered safe. Fifty million inhabitants make NewEdo one of the largest metropolises in the world, but it's generally a clean and orderly one.

Technology in the Empire is advanced, with newly tamed fusion energy fuelling innovation in a variety of industries. Holograms are common, laser technology is emergent, and the first generation of hover vehicles is starting to hit the streets. Cybernetic augmentations are rapidly gaining popularity. On the other hand, the internet exists only in a primitive form and there are no online worlds. NewEdo, for now, exists in the physical.

Despite their best efforts, **corporations** remain leashed under the watchful eye of government, at least in public. Megacorps flex their will through bribery and espionage and are active participants in the city and nation's politics, but don't own their employees and can't overtly exploit NewEdo's population. The **Kashi Trade Zone** is a vast industrial tract that has effectively been ceded to corporate control, acting as an experiment and potential harbinger of a more capitalist future.

Crime is... well, it's complicated. Personal crime is rare, and murder always makes headline news. White-collar crime and racketeering are another matter, as major crime syndicates seem to operate with impunity, even going so far as to run members for public office. The responsibility of policing is distributed under four independent departments, one of which, **NEOSAMA**, is famous for its violent response and suppression tactics.

From the seat of the Empire in the castle at **Chiyu**, the **Court of the Moon** oversees everything. The mystical Empress Miwagami has ruled for nearly two centuries and has become increasingly aloof. The office of the Shogun has been vacant since the Empress's ascension, but it's expected that a new Shogun will be declared within two years. The civil mien of the city belies the intrigue occurring behind closed doors. Swords are being sharpened...

The Mythical

In a world where belief defines reality, things are bound to get interesting. It takes more than a vivid dream for the magical to become real, of course – a myth or legend must be believed by many individuals to affect the broad fabric of mundane reality. Once something (or someone) becomes a part of shared culture – talked about, warded against, or appealed to by more than a few zealots – it may *emerge* as part of the Empire's truth.

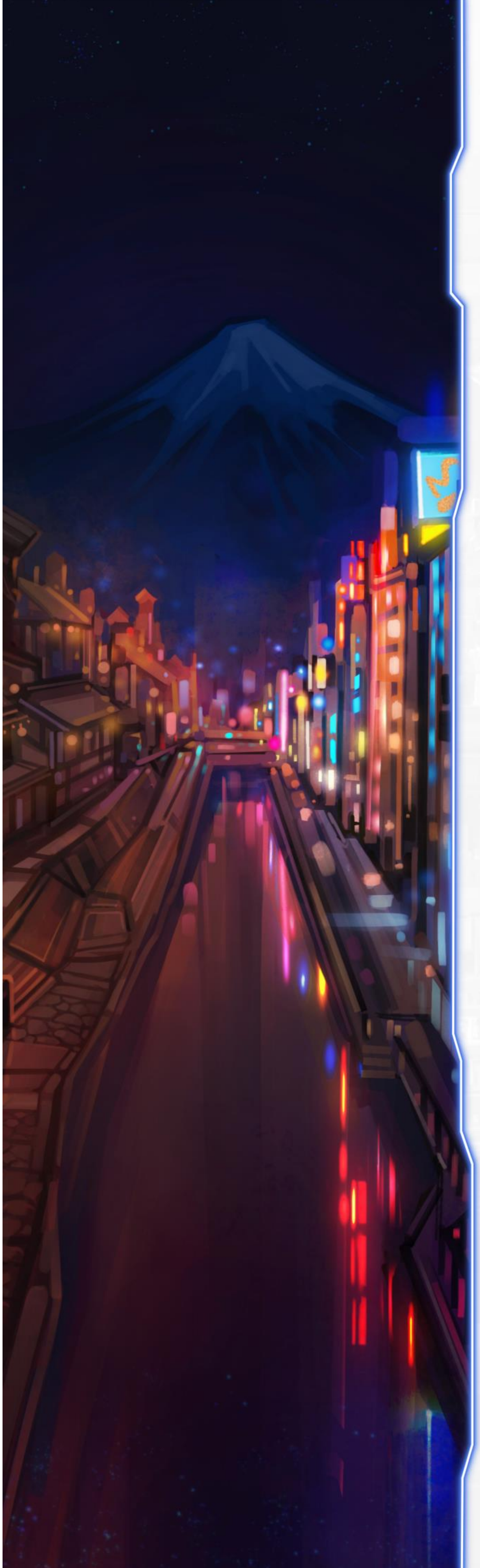
The most obvious result of this is the integration of yokai into everyday society. Yokai are non-Human sentient beings – differentiated by their **Lineage** – who stepped out of mythology and into a nice pair of shoes. Yokai account for a small proportion of the population, and while some may be heroes and legends, others are bank tellers and cab drivers.

Magic holds a strange place in the psyche of the Empire. It's widely understood, rightly or wrongly, that *people* don't make magic; the spirits make magic, through people. Those individuals who can speak to the spirits (known as kami) are said to possess a unique trait called Shinpi. Shinpi is rare, and magic in the Empire tends to be subdued rather than extravagant, but with a strong connection to the kami, an individual can accomplish feats that make modern technology seem trivial.

Not every creature of lore turns out to be friendly, of course. **Monsters** are uncommon in the city, having been beaten back over the centuries, but nightmares never cease. Things inevitably crawl out of the dark, and modern anxieties have fostered the birth of horrors that make traditional demons look cute in comparison.

Individual citizens may find a way to tap into the belief of the population, building a Legend around themselves. This belief, in turn, empowers those individuals, who find they gain strength from others' conviction. The Legends of NewEdo are its most potent characters, heroes and villains who have the potential to shape the future of the Empire.

Stitching the fabric of Imperial society together, the **Way of Balance and Change** is part religion, part philosophy. Everyone knows that Balance is always restored, and Change is inevitable, a circle that inexorably turns, giving meaning to every decision.



THEMES AND STORIES

NewEdo is a game about *change*, where players are encouraged to create characters who will push an agenda to shape the future of the setting. NewEdo, the city, is a place where a thousand years of tradition have come into conflict with the rapid pace of modern life. Samurai gather over sake while tattooed bikers stir up trouble on tricked-out motorcycles. In one district, time has barely progressed past the 18th century and technology simply fails but, only a short subway ride away, neon lights and advertising holograms entice pedestrians into noisy pachinko parlours where anything goes. NewEdo honours its past while looking to the future, and the characters you play will help define how that future is shaped.

The stories you tell in NewEdo will ideally revolve around characters' desire to change the future, rather than just survive it. Adventure, idealism, ambition, honour, mysticism, and discovery all may form the foundation for a wide variety of story plots. Of course, if your table wants to burn the Court to the ground, that's fun too.

NewEdo's various inflection points (past v. future, tradition v. technology, faith v. science) are intended to create excitement about the possibilities at your table. Your stories may focus on or ignore any of the variety of elements that this book introduces: conflict, social change, local and global politics, crime and justice, the influence of corporations or technology, mysticism and the supernatural, etc. These elements are woven together into the setting, but not every plot needs to involve a kami, a kingpin, and a katana – your table should discuss in advance what you're looking to get out of your adventures in NewEdo and focus on that, to start at least. Don't let the variety of elements presented here complicate your fun.

For a more information on how to craft your first adventures in NewEdo, see the **Storytelling in NewEdo** chapter.

馬場
SIX SIDE SUSHI

CHARACTER BASICS

Characters in NewEdo all have a Legend, a Lineage, and a Path. Your Legend is something uniquely personal, to the character and the player – it's the reason your character gets out of bed and, quite possibly, the reason you play this game. Your Lineage is akin to your race or species – it describes your physical form and affects your Traits. Your Path is the school of learning you've embarked on and grants you special abilities, but also may tie you to a certain Faction within the city.

Legend

Every character in NewEdo starts with a Legend, or, at least, with the dream of one. Characters in this game are intended to be larger than life, beings who have a goal and the will to chase it down. Legend is the statistic that represents your character's progress on that journey towards whatever it's they're after.

The first step in the process is choosing a motivation for your character as they begin to make a name for themselves in the streets of NewEdo. These goals can be as humble or fantastical as you want – your character may dream of being the fastest draw, the most popular idol, a notorious assassin, or the CEO of a major corporation. The goalposts can move as your stories evolve, so don't worry too much about the exact details of your dreams to start – just be sure to think of the *whys* as well as the *whats* and *hows* while you begin to create your character.

Legend is used for more than keeping score. In NewEdo belief defines reality, and your Legend is a direct representation of how much the city believes in *your* story, in you. That belief, in turn, empowers you, reinforcing your abilities and fuelling your potential. The actions you take in-game will affect your Legend, for better or worse. The choices you make as your weave your tale will gradually accumulate into a Legend that's wholly unique to your character in your story – in NewEdo, no two characters will ever be the same.

Legend is defined as either Permanent or Temporary Legend. Your Permanent Legend is the slow-moving record of your accomplishments, like a high score. Your Temporary Legend is far more functional, and can be used to fuel abilities and magic, boost your actions, and even act as a last-ditch store of health; it's the only meta-resource in NewEdo, used by all types of characters to accomplish things that regular citizens would consider astonishing. Throughout this book you'll see reference to Legend costs; these values refer to the amount of your Temporary Legend that must be spent to activate that ability or cast that spell.

Example Legends of NewEdo NPCs

"I'm gonna shake off the dirt of the gutter and build an empire devoted to bridging magic and science."

"I need to find myself, find out if there's anything left in a heart scoured by a decade of killing."

"I'm going to show these bastards who they really are. They'll smile as they line their honourable pockets with my blood money."

"I will atone for my sins by bringing beauty and life to the Empire through my gardens."

"I need to find out who murdered Yua."

"I must make peace with the future after a century of fighting against it, for it has made peace with me and humbled me."

"Another failure, hmm, one in a line of thousands. I will overcome this. It can be done."

Lineages

Bakeneko: Cat-like both physically and in personality, the Bakeneko are known for their grace as well as their capriciousness. Similar in size to Humans, Bakeneko have a coat of fur that ranges from almost invisible to as thick as a lion's mane and may vary in colour from white to gold to black.

Human: Humans remain the most populous "civilized" advanced species in the world, meaning they mostly live in towers and go to work in shoes. The diversity of the Human form in NewEdo is expansive, and their ability to adapt to new physical, social, and emotional situations has kept them at the top of the food chain for millennia.

Kappa: Kappa are semi-aquatic yokai with characteristics reminiscent of frogs or turtles; they may have beaked noses, green or scaly skin, and/or gently clawed hands, and tend to be smaller than the average Human. Kappa are typically keen thinkers and prefer caution over brash action.

Karasu: Karasu are stern, austere yokai with avian features that may include feathers, a sharp beak, clawed hands and even wing-shaped arms. Hierarchical and proud, Karasu lean towards structured roles in society, becoming monks and mercenaries with equal aplomb.

Kitsune: Rare even among yokai, Kitsune resemble foxes, with pointed ears and snouts, at least one tail, and a dusting of red or white fur. Kitsune are as famous for their aloof personalities as they are for their ethereal beauty, traits which often induce outright awe in the average Human.

Oni: More closely related to demons than their mortal kin, Oni are massive yokai that tend to have monstrous traits, including horns, manes, barbed tails, scaled skin, and even extra limbs. Despite their frightening appearance, Oni are usually reserved and collected as individuals and are known for their stoicism.

Saru: Long-limbed and unpredictable, the monkey-like Saru are an uncommon Lineage in the concrete depths of NewEdo. Saru are often viewed as erratic geniuses or idiot savants, depending on the individual, and while any given member of this Lineage may be as simple as a rock, all Saru have a special relationship with physical space that borders on the mystical.

Tanuki: Wholly unique to the Empire, Tanuki are a jovial Lineage whose physical characteristics blend the appearance of dogs and raccoons. Their pointed snouts and sharp teeth are usually offset by friendly, fur-masked eyes and a wide smile… sometimes joined by a wide waist. Shorter than most Humans, Tanuki range greatly in their weight and can be as lithe as dancers or as heavy as wrestlers.

Usagi: The rabbit-like Usagi are a younger yokai Lineage in the Empire, having only awakened in the past 200 years. Generally known for their patience and empathy, Usagi also have a strong sense of righteous determination and can be stubborn bordering on obstinate.

Hisanaka: Hisanaka are unnatural – they were born with the biological form of another Lineage but have transformed themselves into androids over the course of time, with more mechanical parts than biological ones. Hisanaka are the only Lineage that has a **Priority cost** at character creation.

It's all just meat.

Yagyu, Hisanaka ronin

Factions & Paths

The Empire, with NewEdo at its heart, is at odds with itself. It's a place heavily steeped in tradition based on a thousand years of sovereignty but is also a nation on the cusp of change. These two conflicting and intertwined perspectives – tradition and change – are the foundation of the political narrative of NewEdo. Two primary Factions have arisen, each a proponent for opposing sides of this duality: the **Tekun Alliance** seeks to propel the Empire into a future that embraces technology and change, while the **Eiko** fight to prevent its collapse under the weight of 100 million popstars with no sense of duty. Other Factions variously support one side or the other, or simply aim to get rich off the zealots doing battle. The stories of NewEdo are as diverse as the kami, but many have their root in this underlying conflict.

When you make your character in NewEdo, you must choose a Path. Paths provide a basic outline of the role that character will play in the game. In turn, most Paths are part of a Faction, which will loosely define your character's politics. For instance, *Operatives*, *Envoys* and *Seibishi* work together as part of the Tekun Alliance, collectively seeking to usher in an era of change that embraces technology.

You can't mix and match Factions and Paths – the roles and abilities of each Path are tied to their Faction. Depending on how the stories at your table turn out, you may one day be able to switch Paths and Factions… but for now, this structure gives your characters the motivation to hit the streets every night.

THE TEKUN ALLIANCE

a Faction seeking to pull the Empire into the future

Envoys: ambassadors and politicians, the face of the Alliance
Operatives: cybernetic soldiers in the battle for the future
Seibishi: gunsmiths and tinkerers who keep the Tekun machine running

THE EIKO

traditional clans who hold to honour, duty, and respect

Boar Clan: berserkers and storm troopers with fire in their hearts
Earth Dragons: military leaders who motivate from the front line
Clan Musashika: as quick with a word as a blade, and often first with either

THE ORANGE UMBRELLA

two families striving in secret to preserve Balance

Oiran: courtesans and spies who are only noticed when it suits them
Rooster Clan: assassins and saboteurs for whom the ends justify the means

THE SEVEN SWORDS

a Faction of mercenaries, the Swords fight only for their own gain

Guild of Tears: heavily armed soldiers who excel in a squad
Soul Eaters: fallen monks searching for a long-buried truth

SPEAKERS

spiritualists who connect with the kami to affect change as they see fit

Shugonshi: wizards, witches, shamans, and priests who are as varied as the spirit world
Way of Five: unashamed of profit, these famed healers seek perfection of the body

METRO RESPONSE DIRECTORATE

emergency and intelligence personnel

Inspectors: sleuths who prioritize logic above all else
Hitokage: spies and undercover operatives willing to bend the law to achieve their goals
Responders: front-line heroes who run toward trouble

THE ORDERLY BENEFICENT ASSOCIATION

criminals and community leaders

Architects: spiders and puppet masters whose threads entwine all of NewEdo
Kyodai: soldiers of the Association who have come to view each other as family

UNALIGNED PATHS

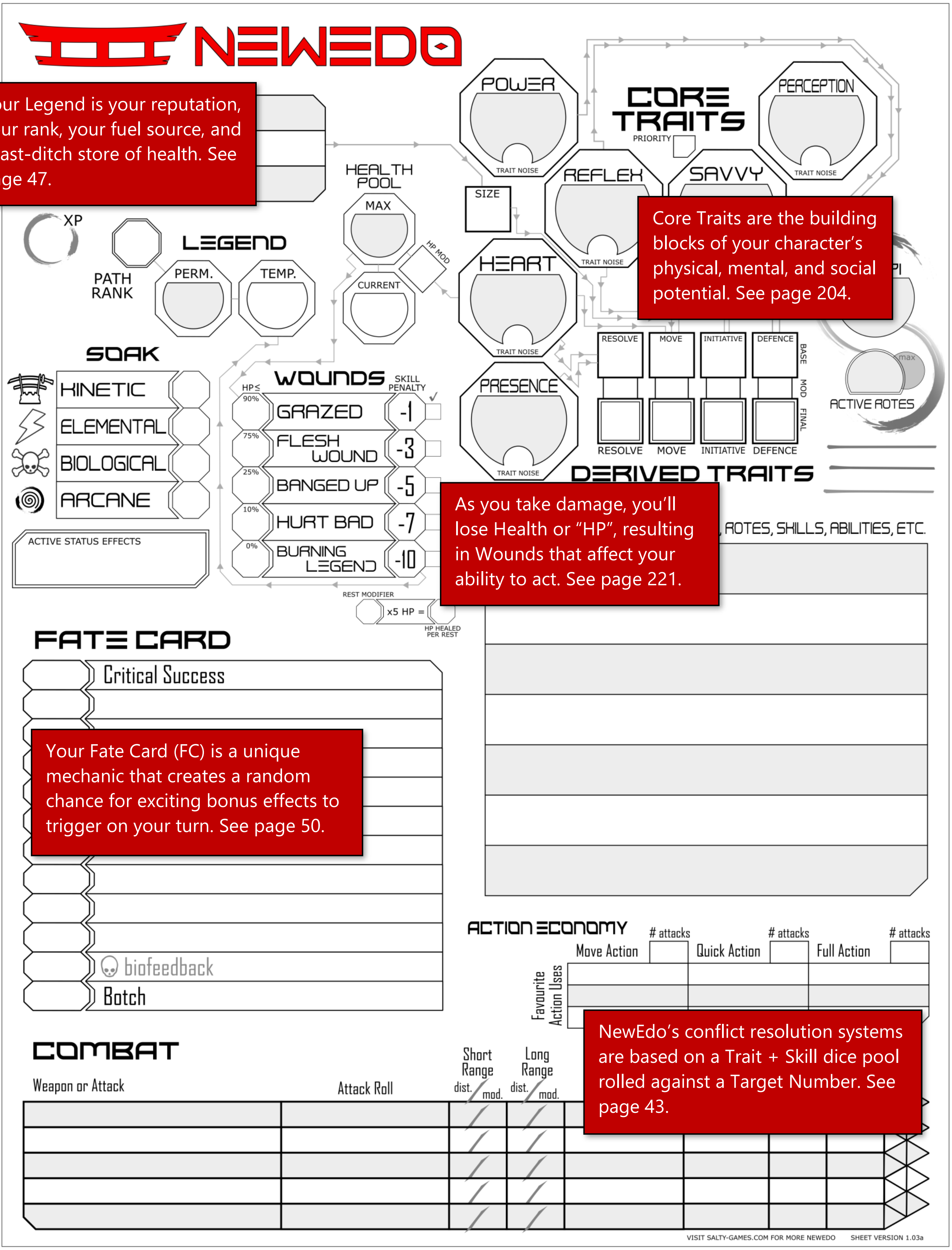
wave men and iconoclasts, these Paths follow their own agendas

Bozu: road warriors and gearheads with a unique panache

Clan Onikiri: monster hunters who see themselves as above the petty politics of NewEdo

Ghost Talkers: warlocks who seek to evolve beyond their biology

Onmyoji: beings with an archaic connection to magics that the rest of the Empire has forgotten



NEWEDO

LEGEND

XP

PATH RANK

PERM.

TEMP.

HEALTH POOL

MAX

HP MOD

CURRENT

SIZE

CORE TRAITS

PRIORITY

POWER

PERCEPTION

REFLEX

SAVVY

HEART

PRESENCE

TRAIT NOISE

	RESOLVE	MOVE	INITIATIVE	DEFENCE
BASE				
MOD				
FINAL				
	RESOLVE	MOVE	INITIATIVE	DEFENCE

DERIVED TRAITS

ACTIVE ROTES

max

SOAK

KINETIC	
ELEMENTAL	
BIOLOGICAL	
ARCANE	

ACTIVE STATUS EFFECTS

WOUNDS

HP ≤		SKILL PENALTY	✓
90%	GRAZED	-1	☐
75%	FLESH WOUND	-3	☐
25%	BANGED UP	-5	☐
10%	HURT BAD	-7	☐
0%	BURNING LEGEND	-10	☐

REST MODIFIER

x5 HP =

HP HEALED PER REST

ROTES, SKILLS, ABILITIES, ETC.

FATE CARD

Critical Success

biofeedback

Botch

ACTION ECONOMY

	Move Action	# attacks	Quick Action	# attacks	Full Action	# attacks

Favourite Action Uses

COMBAT

Weapon or Attack	Attack Roll	Short Range dist. / mod.	Long Range dist. / mod.

VISIT SALTY-GAMES.COM FOR MORE NEWEDO

SHEET VERSION 1.03a

Your Legend is your reputation, your rank, your fuel source, and a last-ditch store of health. See page 47.

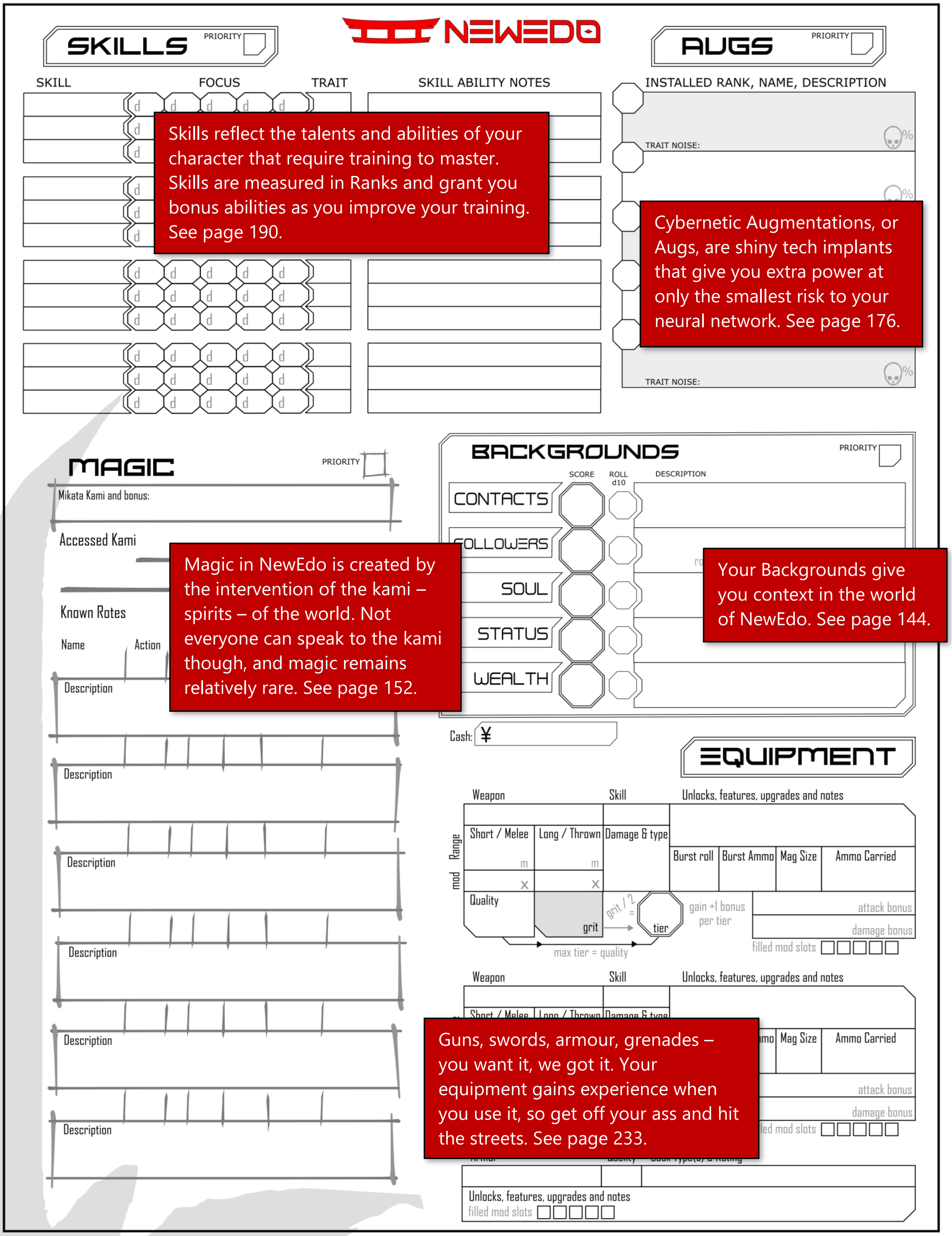
Core Traits are the building blocks of your character's physical, mental, and social potential. See page 204.

As you take damage, you'll lose Health or "HP", resulting in Wounds that affect your ability to act. See page 221.

Your Fate Card (FC) is a unique mechanic that creates a random chance for exciting bonus effects to trigger on your turn. See page 50.

NewEdo's conflict resolution systems are based on a Trait + Skill dice pool rolled against a Target Number. See page 43.

Printable character sheets are on page 304.



NEWEDO

SKILLS PRIORITY ☐

SKILL | FOCUS | TRAIT | SKILL ABILITY NOTES

Skills reflect the talents and abilities of your character that require training to master. Skills are measured in Ranks and grant you bonus abilities as you improve your training. See page 190.

AUGS PRIORITY ☐

INSTALLED RANK, NAME, DESCRIPTION

TRAIT NOISE: %

Cybernetic Augmentations, or Augs, are shiny tech implants that give you extra power at only the smallest risk to your neural network. See page 176.

TRAIT NOISE: %

MAGIC PRIORITY ☐

Mikata Kami and bonus:

Accessed Kami

Known Rotes

Name | Action

Description

Description

Description

Description

Description

Description

Magic in NewEdo is created by the intervention of the kami – spirits – of the world. Not everyone can speak to the kami though, and magic remains relatively rare. See page 152.

BACKGROUNDS PRIORITY ☐

SCORE | ROLL d10 | DESCRIPTION

CONTACTS

FOLLOWERS

SOUL

STATUS

WEALTH

Your Backgrounds give you context in the world of NewEdo. See page 144.

Cash: ¥

EQUIPMENT

Weapon | Skill | Unlocks, features, upgrades and notes

Range: Short / Melee m | Long / Thrown m | Damage & type

mod: x | x

Burst roll | Burst Ammo | Mag Size | Ammo Carried

Quality | grit | grit / 2 = | tier

gain +1 bonus per tier

attack bonus

damage bonus

filled mod slots ☐☐☐☐☐

max tier = quality

Weapon | Skill | Unlocks, features, upgrades and notes

Short / Melee | Long / Thrown | Damage & type

Mag Size | Ammo Carried

attack bonus

damage bonus

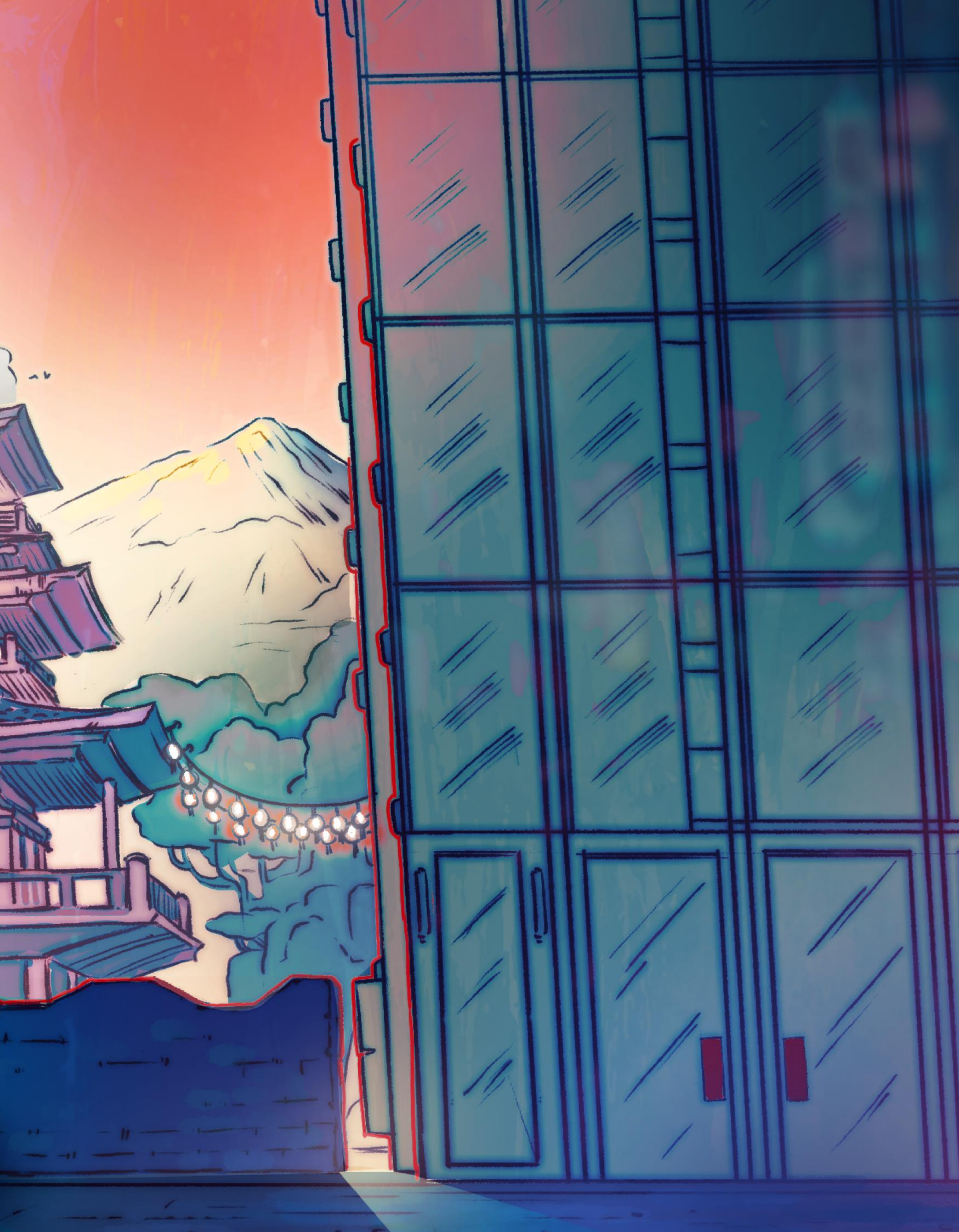
filled mod slots ☐☐☐☐☐

Guns, swords, armour, grenades – you want it, we got it. Your equipment gains experience when you use it, so get off your ass and hit the streets. See page 233.

Unlocks, features, upgrades and notes

filled mod slots ☐☐☐☐☐

NUMOTO
白うさぎ
YOTO
BUR
GER
SUSHI



2: SETTING

Subjective Reality

Let's talk about this whole "belief defines reality" thing. Monsters, magic, spirits, and high technology aren't what makes the world of NewEdo different than our own – it's the fundamental fact that, in this game world, people can believe things into being. That belief creates all the other possibilities.

So how powerful is this effect? That's, well, subjective. The concept is fundamental to the world of NewEdo: not only does it explain the origins of yokai and magic, but it also gives a strong motivation for the conflicts between the Factions, who seek to win the hearts of the population so they can literally change the future. But can one superstitious family believe a monster into being, or does the whole neighbourhood have to believe in it? How long does the process take?

As canon, the concept of belief affecting reality is imagined as requiring thousands of people over an extended timeframe to create world-changing effects, but that the passionate conviction of a handful of people can give birth to small, localized shifts. The game's Legend system is rooted in this concept, where witnesses, recordings, news coverage, and the support of a team can build up an aura around an individual, which in turn gives them strength. It takes more than a drunk bystander believing that they saw Yuki fly in on a yoga mat to give her that power but, eventually, if that drunk is convincing enough, Yuki might one day find herself eyeballing the window after yoga…

So, the short answer is, yes – a superstitious family afraid of some specific nightmare hiding in their walls might actually believe that monster into being. Uncomplicated and plausible legends spring more easily into reality than complex or inconceivable ones. The world is full of supernatural creatures and mystical effects, so one more incremental horror lurking in the suburbs of **Calico** is hardly unthinkable. Hell, the very act of me writing this basically guarantees that there's a new evil crawling out of some poor family's basement, way out near the forests at the foot of the Black Mountain… and imagine how strong that monster could get if it kills that family and leaves a gory smear down a quiet suburban street, leading into the ominous dark of a canal tunnel…

The opposite effect – disbelief – is equally potent in the world, an important distinction in the ideological battle for the soul of the Empire. When enough people refuse to accept an idea, stubbornly rejecting the significance of something, that concept may fade or lose potency. A perfect example of this is the **Old Town** district, where the residents continue to refer to the city as Edo and time has barely progressed past the 18th century. Technology falters in Old Town; flashy effects like lasers and holograms simply don't work. The local population refuses to accept change, so change has trouble taking root there.

Fantasy Saturation

Players and storytellers should view the strength of this belief effect as a continuum – the less potent the effect, the more mundane the world and your stories will be. If you're looking for gritty realism or prefer to stick with classic samurai stories, that might be the way to go. Others may want to turn the dial all the way up, flooding the world with lively spirits, fantastic creatures, and science fiction technology. As written, we've got the dial set at about six; spirits exist but are invisible to most people; magic exists but flashy effects are rare; yokai roam the streets but are only a small portion of the population. As a group, you can turn the dial up or down before your story begins… or use your adventures to tell a story about changing the world and its beliefs, like Shogun Kinumoto did during the *Rationalization*…

History

History moves in cycles. The wheel of Change may slow down but it never stops, and Balance is a moving target.

The Court of the Sea

Five hundred years ago, the first westerners washed up on the shore of the Empire. Bedraggled and malnourished, those early foreign adventurers were viewed as little more than a curiosity by the majority of the Empire. But the lords of the Yoshinobu clan, whose castles dotted the Empire's craggy eastern shore, recognized the value of the foreigners' nautical engineering and gunpowder weapons.

Clan Yoshinobu formalized relations with the westerners and became rich in the process. They adopted the advanced ship design of the foreigners and quickly expanded their maritime power, creating a trade monopoly along 2,000 kilometres of coast. Yoshinobu weaponsmiths reverse-engineered gunpowder weapons and became adept gunsmiths. While the landlocked powers of the Empire endlessly debated the pros and cons of foreign influence, Clan Yoshinobu embraced change. And they grew incredibly powerful in the process.

Twenty years after first contact with the foreigners, Clan Yoshinobu had effectively taken control over a third of the eastern Empire, either by force or contract. Lord Gaki Yoshinobu walked into the Imperial capital with a house guard of twelve riflemen samurai and presented the Emperor with a letter of abdication. Fables say that witnesses could see the realization wash over the Emperor's face; that he and his Court had been too slow. The Emperor signed the letter granting Imperial authority to Yoshinobu, then committed ritual suicide. Thus began the Court of the Sea.

Emperor Yoshinobu had no interest in running the country and left administration of the Empire to the Shogun, Nozu Kinumoto. The new Emperor returned to his coastal territories and grew richer by the day. He allowed foreigners to set up trading companies and manufactories on Imperial soil. Embassies were established in Yoshinobu's coastal capital of Atamida, and the traditional seat of power at Tonodo began to fall into disrepair. The glory and luxury of the physical court at Tonodo faded, despite the best efforts of the Shogun. Clan Yoshinobu disregarded the traditions of the Court, preferring their own internal hierarchies and mercantile systems over the elaborate pomp that had become the Empire's ruling standard.

Clan Yoshinobu's wealth and innovative military power were able to overwhelm the divided forces of the various lords who disagreed with the Emperor's heterodox reign. Foreign influence was allowed to expand in the country, spread by political embassies, corporations, and religious orders. Domestic resentment grew even faster than the foreigners' influence, though, and the lords turned to the Shogun for a solution. For the first time in history, domestic rivalries were put aside to form an alliance under Kinumoto as the Empire's best hope to defeat the Yoshinobu and expel all foreigners.

The Brimstone Tusk War

Shogun Kinumoto assembled the largest unified force in the history of the Empire to assault Yoshinobu territory. Many of the Imperial Clan's castles were remote to the point of inaccessibility by land, and the eastern coastline was a thick forest of steep, overgrown hills and sharp cliffs. The Shogun's army deforested hundreds of kilometres of territory on their approach to the coast and, in the process, established a new series of radial roads leading out from Tonodo. By necessity, tunnels were breached through the mountains, a feat made possible by extensive use of the potent black powder explosives introduced by the foreigners. During the year-long approach the sea, the expedition's unofficial engineers – those responsible at first for digging latrine ditches and later for blasting holes in mountains – evolved into an elite cadre of smiths, alchemists, carpenters, and tinkers. They made it possible for the Shogun's army to proceed towards their goal with military efficacy.

That efficacy was required. The Yoshinobu were sailors and survivors, a clan accustomed to hardship and one able to pivot on changing winds. They mined entire cliffsides, razed their own castles, fouled wells and bombarded Kinumoto's army from the sea. The campaign was bloody and honourless, with very few pitched battles fought, a fact that deprived the Shogun's forces of the type of glory and sacrifice that had until that time been the primary source of Legend in the Empire. The Brimstone Tusk War forced change on the Empire from within, and its impact was harder to identify and expunge than the influence of the foreigners.

Shogun Kinumoto eventually chased the Emperor and his forces out of every mainland castle, an effort that decimated the militaries of both sides of the conflict. Yoshinobu retreated to the rocky spire of Kibashima, a kilometre offshore and out of reach of Kinumoto – but a place hardly suitable for the survival of his court. Gaki Yoshinobu sent his abdication letter written in blood, a mad scrawl that cursed Kinumoto and the lords of the Empire for their short-sightedness. The messenger who delivered the letter immediately afterward impaled himself on his sword, and the collected officers of Kinumoto's army then witnessed a conflagration on distant Kibashima that could only have been the result of the mass burning of Yoshinobu's remaining ships and the one settlement on the island. Thus ended the Court of the Sea.

The Starmetal Court

Immediately upon receiving the bloody abdication of Yoshinobu, Shogun Kinumoto declared peace in the country. Rather than release his soldiers back to their respective domains, though, he mandated that the surviving forces of the war would remain as a standing army in defence of peace. Although there was some discontent among the family officers of various clans, the surviving soldiers of the campaign had been reforged into a force more loyal to each other and the Shogun than to their own feudal lords. A number of duels were fought between the Shogun's principal allies and representatives of the dissenting clans, culminating in Kinumoto himself defeating the champion of the northern Waru Alliance. With these legal precedents satisfied, the Shogun's army became the first formal Imperial military of its kind.

Following a precedent set by powerful Shoguns before him, Kinumoto didn't declare his support for a new Emperor. Lacking any royal pedigree himself, and uncertain of the status of the Empire's political web following the war, Kinumoto instead left the Imperial seat vacant, ostensibly to be filled at the will of the gods. He declared the establishment of the Starmetal Court to be headed solely by himself as Shogun. This further alienated the two most powerful (surviving) clans, Takahashi and Hojo, who both had divine pedigrees and clear ambition to the throne. With the support of his new army, and well financed by the expropriation of massive tracts of land and Yoshinobu plunder, there's no record of what Shogun Kinumoto thought of the grievances of the Takahashi and the Hojo.

Once peace was established, Kinumoto proceeded to act on his original mandate: to expunge foreign influence from the shores of the Empire. Foreign assets were expropriated, further bolstering the Shogun's coffers. Foreign religions were banned and their leaders forcefully evicted or killed. International corporations attempted to stem the nationalist wave by legal, and then military, intervention. The Yoshinobu had been savvy enough to severely restrict foreigners' gunpowder and naval development within Imperial territory, leaving them isolated and underequipped to resist the Shogun's forceful eviction. It took less than a year for Kinumoto to be satisfied with this mission, and the mopping-up campaign granted the Shogun's forces experience fighting untraditional enemies. Foreigners were banned from the Empire, on pain of death.

Having defeated the Yoshinobu and expelled the material bulk of foreign influence from the Empire, Shogun Kinumoto was finally able to turn to domestic policy. Understanding that the old court at Tonodo was rife with the bureaucracy and political structures of a thousand years of Imperial tradition, Kinumoto made the bold decision to move the seat of Imperial power north, to the small town of Edo. Edo, at that time, was little more than a farming village and trading post, resting between the (now-decimated) territories of the Waru and the Yoshinobu. Vacant of political power and auspiciously situated under the glowing eye of the Black Mountain, Edo was a blank slate.

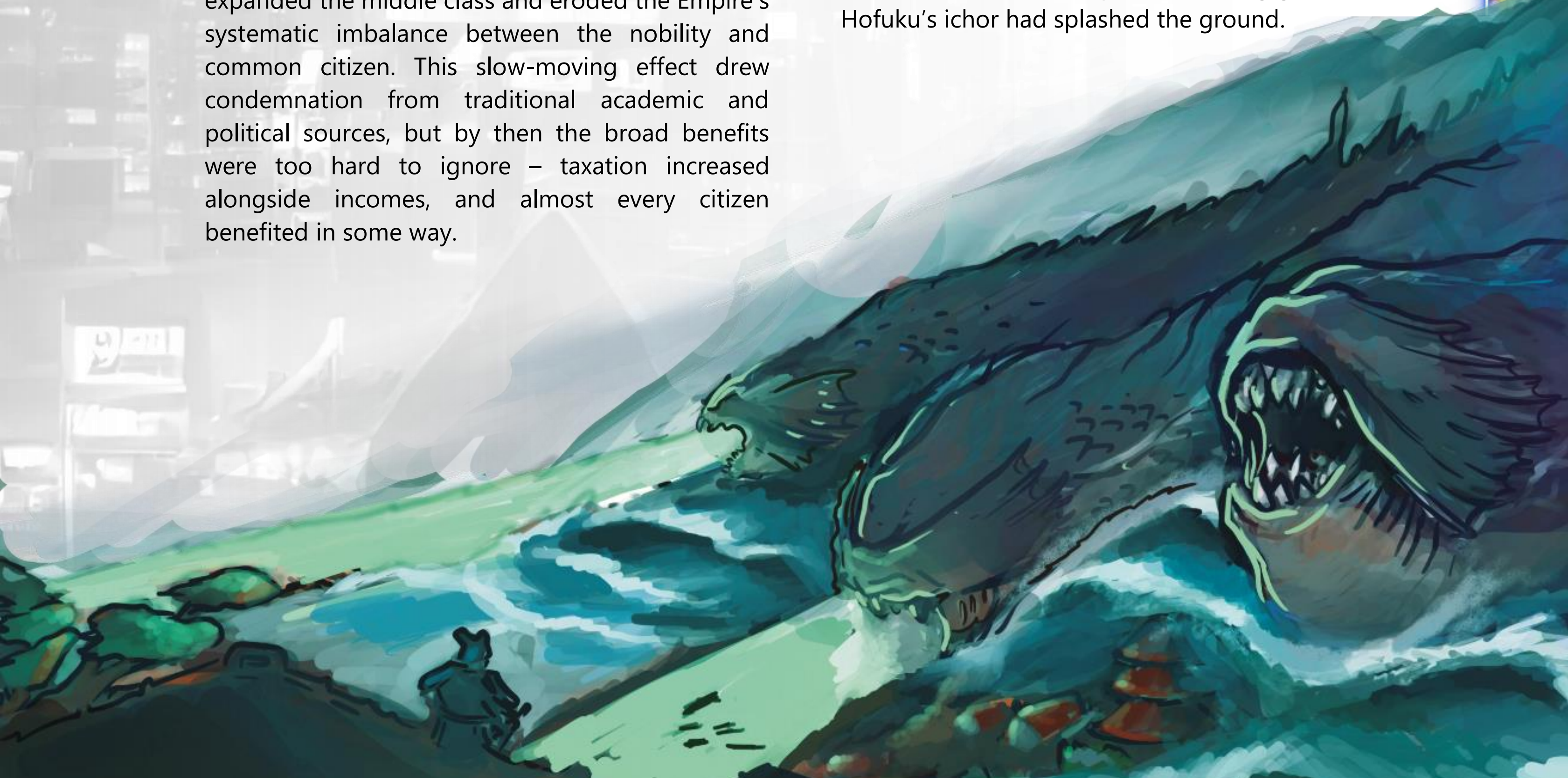
From his Steel Keep in Edo, Shogun Kinumoto built a centrally-directed government that slowly unified the combined islands of the Empire for the first time in history. Military culture flourished, based on the traditional weapons and forms of the Empire but modified and improved by the lessons of the Brimstone Tusk War. Gunpowder weapons were highly restricted and possessing one outside of the Imperial military was punishable by death. Having been witness to the devastating and equalizing effects of gunpowder weaponry, the Shogun strategically guided his Court and Imperial culture in general to perceive guns as cowardly. This measurably arrested the spread and use of gunpowder, which stabilized the Shogun's own power and prevented both insurrection and crime.

The early period of the Starmetal Court is recognized as one of the most stable in feudal-era history. While the Court's approach to the Humanities has attracted criticism from individualist influences, it's impossible to deny that the "Forms and Structures" style propagated by the Court proved to be a unifying factor in Imperial politics. Arts and culture that could be measurably perfected came to dominate Imperial society, while more subjective mediums fell out of favour. Engineering and science eclipsed pedigree in the determination of material value for the first time in Imperial history, sparking a renaissance of innovation that benefited society as a whole rather than accruing only to the aristocracy. The resulting economic boom greatly expanded the middle class and eroded the Empire's systematic imbalance between the nobility and common citizen. This slow-moving effect drew condemnation from traditional academic and political sources, but by then the broad benefits were too hard to ignore – taxation increased alongside incomes, and almost every citizen benefited in some way.

The Rampage of Hofuku

Eight decades into the Shogun's reign, a sea god emerged along the coast of Tamashinda, east of the capital at Edo. The **Speakers** had been given no warning of the approach of the creature, something that would have usually been gossiped about by the kami. The being that came to be known as *Hofuku* arrived in a form that seemed alien to any who witnessed it and survived to tell their tale. Said to be as tall as the Silver Temple in **Fu**, possessing three scaled heads and riding on leathery wings that blocked out the sun, Hofuku didn't resemble any of the monstrous kami of the sea who had previously assaulted the Empire. It rampaged through Tamashinda, destroying villages and castles, shrugging off mundane weapons and magical attacks alike. Locals whispered that Hofuku had been sent by the foreigners who were evicted from the Empire as a form of revenge.

It took the combined might of the Imperial army and its gunpowder engineering corps, aided by the most powerful warriors and Shugonshi in the land, to drive Hofuku back into the sea. The effort cost the Shogun greatly. Thousands of soldiers were killed, along with the heads or scions of a dozen noble clans. The Imperial sorcerer sacrificed herself to detonate a munitions store at the sea god's feet, dealing it a horrific wound. Hofuku retreated into the sea, bleeding green ichor from its lacerated flesh. The coast of Tamashinda had been nearly obliterated in the attempt, and nothing grew where Hofuku's ichor had splashed the ground.



The Rationalization Period

The Shogun was furious, and became determined to prevent a repeat of Hofuku's assault. He understood that it was the belief of the people that gave these mythological aberrations power, and so set out to quash that belief. This period of the Starmetal Court came to be marked by an almost oppressive imposition of science over mythology. The (deceased) Imperial sorcerer was honoured as a national hero but not replaced in her seat, and magic fell out of favour in the Court. The wildest schools of magic were quietly closed, their practitioners relocated to more tractable temples or given generous pensions in return for their retirement. Not everyone cooperated. Supernatural creatures that didn't fit into the orderly society of the Empire were hunted down or driven out. These next fifty years under the Shogun's Court elevated the tangible over the arcane – a policy that was not universally popular.

It was during this half-century of internal rationalization that foreign powers made a renewed attempt to open relations with the Empire. Foreign nations that had formerly been at war with each other had settled many of their squabbles, amalgamating into federations and even other empires. They proposed trade agreements and political alliances, sometimes targeting nations wholly unfamiliar to the Court. It became increasingly clear that the world was accelerating around the Empire while it looked inward.

The Shogun wasn't interested in any foreign alliances. The Starmetal Court's reception of international emissaries ranged from dismissive to hostile. Behind closed doors, advisors from the noble clans debated the merits of reopening the Empire, noting significant advancements in foreign technology and economic sophistication. They feared that the Shogun's protectionism would eventually result in the Empire's competitive decline. Those influences who sided with the Shogun noted the difficulty in keeping order and prosperity even in a country where everyone spoke the same **language** and shared the same general philosophies – foreign influence, they insisted, would lead to internal chaos and the destruction of Imperial culture. The debate increased in intensity for nearly a generation.

The Foreseen Betrayal

Clans Takahashi and Hojo hadn't forgotten their ill will, or ambition, after the Brimstone Tusk War. Together with the remnants of the Waru Alliance, they had plotted continually for the intervening century and a half, a conspiracy later to be known as the *Rebirth*. Their goal was to unseat the Kinumoto as Shogun and elevate a puppet to the Imperial throne, one mutually agreeable to all three parties; one who would remain pliant. To this end they had fostered the advancement of many minor clans with whom they had formed alliances, building a web of potential figureheads. The equalizing policies of the Starmetal Court made their goal easier, reducing political resistance to the advancement of previously unknown families.

One such potential nominee was the Clan of the Golden Moon, an ancient but politically unimportant family from north of Waru territory. The Golden Moon were mystics and had been tempted into a political alliance by the Shogun's blunt anti-magic policies during the Rationalization. Golden Moon clan leader Haru Nogoro was savvy enough to understand the machinations of the Rebirth but weighed the risk to his soul as of lesser importance than the risk to the Empire under the rule of the Shogun. Nogoro worked with the Rebirth to increase the Golden Moon's influence in Edo, gathering support from a variety of sources in and around the Starmetal Court. With their mystical heritage and recognizable and inoffensive family name, the Golden Moon attracted followers who repudiated the Shogun's harsh stance on mythology, a sentiment easily spun to correlate to a return to the halcyon days of tradition, before the first foreigners washed up in the Empire. Conservatives, traditionalists, mystics, and romantics all found familiar cause behind the Golden Moon movement, and the ranks of those loyal to the Rebirth (knowingly or not) swelled quickly.

Nogoro's agreement with the Rebirth was that while he would ascend as Emperor, he would replace Kinumoto with a Hojo as Shogun, theoretically ensuring continuity of both the Empire's temporal and mystical power. Given the Golden Moon's lack of military force, no one involved had any illusions about where the true seat of power would lie, but Nogoro appeared satisfied that the Golden Moon's influence from the Imperial throne would offset the military institutions of the Shogunate. By eliminating the banal pragmatism of Kinumoto, the Empire could return to balance, with force of arms and the influence of science tempered by the will of the gods and a connection to the kami that was the Empire's divine inheritance. Combined, these two pillars of Imperial society could then decide how best to treat with the rising influence of foreign powers.

The Battle of Red Hills

The seat of the Shogunate in Edo was the Steel Keep, an expansive military compound situated on the eastern shore of Lake Akakami. Behind it, rising to form a basin along the eastern horizon, were the Red Hills, so named for their dense maple forests. If not for the immediate and looming presence of **Kuroyama**, the Red Hills would have been more likely called mountains, as their steep slopes and sudden, sharp ravines shared no resemblance to the pastoral hills that occupied the rest of the plain east of Kuroyama.

Lord Hojo had been planning his attack on the Steel Keep for more than two decades. The Red Hills were *nearly* impassable from the east, but for that same reason they offered excellent protection against the artillery of the Imperial army. Fortuitously, Kinumoto had built his defences in the Red Hills all oriented to the west, facing Kuroyama, leaving their back exposed. Lord Hojo spent years attempting to understand whether there was deception or purpose in this apparent tactical weakness, and eventually decided that Kinumoto was more concerned with mythical threats from the Black Mountain than he was with the risk of invasion over the hills behind him. Hojo decided that the opportunity from the Red Hills overweighed their treacherous topography and the risk of deceit. He would attack from the east.

The assault force was made up of Hojo samurai, supported by Takahashi scouts and the legendary linebreaker berserkers of the Waru. The Golden Moon had committed their most powerful cadre of sorcerers, led personally by Nogoro's adopted daughter, Miwagami. Before the assault, every soldier, saboteur, and sorcerer was blessed in the name of the sun god and forgiven for their sins; expedience would be a Priority when they ran the risk of facing the full force of Kinumoto guns.

Although it started well, Lord Hojo's eastern assault on the Steel Keep eventually bogged down into brutal, hand-to-hand fighting for every gatehouse and tower than lined the Red Hills. The Waru are credited with taking the first few kilometres on their own, but once the Imperial army became coordinated against the eastern advance, Waru stormtroopers acted as little more than target practice for the Shogun's rifle infantry. Takahashi skirmishers assassinated Imperial officers and detonated munitions stores wherever possible but acting alone they were no match for a squad of trained soldiers. The burden of the advance was carried by Hojo samurai who fought and died honourably, running into volleys of gunfire. When they met Imperial troops in close quarters, the Hojo cut through them easily, but the Shogun's defences through the Red Hills were subtly built with long, straight advances that forced invaders into confined quarters highly subject to enfilade. Lord Hojo lost one attacker for every three defenders killed, but the necessary success ratio was nearly double that. Honour and fate demanded that Lord Hojo engage with his personal forces.

Hojo's elite samurai were able to push through the Imperial forces protecting the rear of the Steel Keep and breach its small eastern gate. They flooded into a training yard that had been stripped of any protective cover, leaving them exposed to rifle and artillery fire from the Keep itself. Resolved, they advanced in formation, swords held defensively in protection of Lord Hojo at their centre.

Instead of being bombarded into a fine and honourable paste, Lord Hojo and his cadre were met by Shogun Kinumoto himself. Flanked by his closest allies, Shinzo and Handakawa, Kinumoto emerged from the Steel Keep in his traditional armour, helmet tucked under an elbow. Surviving witnesses say that Kinumoto and Hojo bowed deeply, then entered into a private conversation, shoulder to shoulder in an autumn breeze that belied the violence of the day's work.

Then the courtyard exploded.

The Court of the Moon

In the power vacuum left by the deaths of Kinumoto, Hojo, and the bulk of their armies, Golden Moon heiress and sorcerer Miwagami stepped neatly into power as the Empress without much fuss. The Clan of the Golden Moon had been quietly touted for decades by the Rebirth as potential heirs to the Imperial throne, so the Empire's bureaucracy and non-military families pretended to ignore the dramatic circumstances of Miwagami's succession.

Empress Miwagami herself was not easy to ignore. She projected confidence and decisiveness, assumed firm command over both the Imperial and surviving rebel armies, exiled or executed obvious rivals and insurrectionists, banished her own (adopted) father back to Golden Moon territory, and quickly asserted a calm but determined control over Edo and then the Empire. She destroyed the Shogun's fortifications in the Red Hills and walled in the Steel Keep, leaving it as a ghost to haunt the shores of Akakami. She reopened the magical schools that Kinumoto had closed and offered Imperial tuition to any student, noble or peasant, who demonstrated mystical competence. The Imperial military was given over to be rebuilt by a young commander, Kohei of Atami, while the civil bureaucracy and economy were assigned to the responsibility of a new office called the *Directorate*. The Empress dictated that her Imperial palace be constructed in the centre of the magical forests at Chiyu, and renamed the capital to, simply, NewEdo. Thus began the Court of the Moon.

Lord Takahashi attempted to blackmail the new Empress with information on her father's involvement in the Rebirth insurrection. Countering him, Miwagami released documented evidence of the conspiracy going back for decades, then had Takahashi arrested. The Empress's mage cadre had held back during the Rebirth assault on the Steel Keep, proclaiming their neutrality. It was a risky political manoeuvre that exposed Miwagami to the machinations of the other minor houses who had been under the Rebirth's wing, not all of whom she had evidence against. Her gambit paid off, though, with her position bolstered by her own strong presence and the sudden uncertainty left in the wake of the Rebirth assault (and its violent conclusion).

KIKUCHI MEDIA INC.

Empress Miwagami's 200-year injunction against the office of the Shogun is coming to an end. The Court of the Moon has made no announcement about the approaching deadline, leaving the city to speculate about the Empress's plans. Rima Kinumoto, CEO of Kinumoto Light Industries, has shown no public interest in reviving the family's political role. Various other personalities in the city have been more overt in their ambition. Channel 4 News has been following this story for a decade and can confirm that the last few years have seen a dramatic rise in political tension – both public and unofficial – as this excellent city's power players jockey for position. Stay tuned!

OF RAIN IN THE AFTERNOON WITH A HIGH OF 22 DEGREES. EXPECT TH

The Empress didn't appoint a new Shogun, instead declaring that the office of the Shogun would remain vacant for two hundred years. Miwagami's official reason was that Kinumoto had overstepped his authority, upsetting the nation's Balance. She divided the Shogun's responsibilities between two new offices, that of Imperial Commander and the Magister of the Directorate, responsible for the military and civil administration, respectively. The Empress herself assumed responsibility for the soul of the Empire, emphasizing the importance of the **Way of Balance and Change** while seeking to heal the spiritual wounds inflicted by Kinumoto's anti-magic policies.

The combination of these actions proved to be hugely popular. Major and minor families were happy to align themselves behind an Empress with no previous political entanglements, and the swift fall of Takahashi and Hojo was a potent lesson to those clans who would otherwise have vied for the throne. The common citizen had generally benefitted under the Shogun's economic plan, so the Empress doubled down on that directive, giving the Magister (a commoner) equal status in the Court as the Imperial Commander. Previously marginalized groups of spiritualists and shamans were permitted to openly practise their craft, rebuilding the Empire's bridge between the mortal and spiritual realms. Despite its tumultuous inception, the Court of the Moon soon established itself as a stable and resilient government under the fiery watch of Empress Miwagami.

Modern History

During the latter half of the 19th century, under the strict control of the Court of the Moon, the Empire gradually loosened its foreign policy. Foreign companies were never permitted to operate directly on Imperial soil, but domestic importers were granted licences (strictly controlled by the Court) to import foreign goods. Foreign embassies were established in NewEdo, giving rise to a new urban centre around what would eventually become the **Metropolitan Special District**. The Court of the Moon entered into, and sometimes left, global political alliances. Imported military equipment and tactics were exercised by the Court in regional colonial adventures, establishing the Empire's first foreign protectorates over strategic territories, typically other islands, and the Empire's navy was materially strengthened.

At a governance level, the Empire had begun to look outward, but everyday life remained largely unchanged at home. Traditions – martial, social, and artistic – were preserved and protected. The concept of democracy was discussed in academic circles, usually as a curiosity, and the general population didn't exhibit any strong will for representative government. The influence of new technologies was balanced by a resurgence of spiritual practice, and even though magic remained rare in day-to-day existence, its influence was pervasive, highlighted by the Empress's own magical affinity.

The 20th century was less idyllic. Global tensions erupted on a near-constant basis, and the Empire was forced on three occasions to defend her borders from foreign invasion. The rise of popular governments abroad seemed, to the Empire, to have ignited a conflagration of ideologies that turned previously peaceful nations against each other and against themselves. These foreign ideologies sought to penetrate the Empire, so the Court established an *Intelligence Bureau* charged with tracking and countering subversive influences. Global war burned for cumulative decades, but the Empire remained neutral through all of it, facing inward while protecting her borders.

Nuclear weapons put a quick end to the expansive military conflicts of the 20th century, a tension soon replaced by escalating ideological battles waged on the political stage and in the media. The (then) **Federated States** offered nuclear technology to the Court of the Moon as an ostensible gesture of goodwill. The Empress's advisors were strongly divided over the matter, reciting an infinite list of pros and cons. Miwagami herself was undecided, an uncommon trait, wary of the technology's dangerous implications but unwilling to let the Empire fall too far behind the technology curve. This matter of whether or not to accept nuclear technology sparked the first national plebiscite (the popular vote was "yes"). That act of governance would eventually result in the establishment of the Empire's first constitution and, over the course of a generation, the adoption of a democratic government that was subordinated to the Court.

The Empire embraced nuclear technology with enthusiasm, applying it to industrial and commercial applications as well as military ones. The spread of this modern concept engendered a nascent realm of technology-influenced kami, which in turn sparked new fields of research that blended technology with mysticism.

Democracy turned out to be somewhat less popular, a ritual to be recognized but not something considered all that important to the smooth functioning of the Empire. A National Legislature was created, then filled with representatives elected every four years. A Prime Minister was in turn elected by the Legislature, in theory allowing the professionals to choose their own leader rather than rely on the (presumably ignorant) will of the masses. This eventually devolved into a two-party system with very little difference between the parties, neither willing to risk the ire of the Empress or the Court of the Moon. The institutions of the Imperial military, the Directorate, and the Intelligence Bureau were never subsumed into the functions of Legislature, leaving effective control of the country in the hands of the Court. This arrangement suited almost everyone.

The 21st Century

The pace of change has accelerated rapidly in the last fifty years. The Federated States dispensed with their own attempt at democracy in favour of unfettered individualism. This didn't cause the kind of internal conflict that the rest of the world had been anticipating, as every domestic region was allowed to amalgamate into or under whatever political or cultural unit it preferred. The most potent bloc of influence that arose from this reorganization was, by far, the Chicago Corpocracy. The Corpocracy is a libertarian state run by corporations, their power limited only by peer oversight. Possessing an advanced military and massive economy, the Chicago Corpocracy remains an active and agitating participant in global politics, seeking to expand its influence (and sell its products) to the to the rest of the world.

Closer to home, the **Hongse Collective** has advanced through six recognizable stages of modern governance in the past century. None of the Collective's modes of control made attempts at representative government; instead, it has sought out new and better methods of central authority, each built on the shell of a previous experiment. In its latest iteration, the Collective is rumoured to be under the control of a central Artificial Intelligence. Regardless of its internal politics, the Hongse Collective has become increasingly aggressive in the past decade and has invaded or annexed dozens of smaller adjacent nations, which are then effectively erased from the global stage. The Collective hasn't been subtle in its probing forays, sending warships and spies into Imperial territory with increasing intensity.

Set against this global backdrop, the Court of the Moon is nearing its 200th year in power. The Empress's injunction against the office of the Shogun will end in less than two years, though the Court has made no announcement about, or public preparation for, the reinstatement of the Shogun. The Kinumoto family has successfully moved on after their political ouster, having founded the massive **Kinumoto Light Industries** corporation, and it isn't clear if any family members will seek to reclaim their past role. Others are more obvious in their ambition, with influential players from major clans, political dynasties, competing corporations, grass-roots networks, and magical schools all manoeuvring against each other and against a predictable array of megalomaniacs and ideologues for the chance to assume the role of Shogun. Machinations are rampant, and not always civil.

Decisions relating to the Empire's role in the world affect her domestic politics all the way down to the district level. With her thousand years of sovereignty, many within the Empire believe that her status is a divine right, evidenced by time. Others argue that the clock is ticking on the Empire's ability to stand aloof from the global stage. This situation opens the door for political intrigue, espionage, foreign money, and violence.

Modern NewEdo

NewEdo's digital technology level can be compared to a certain popular movie series about a war among the stars. Robots, equipment, and vehicles are advanced, but wireless communication is limited. Secure data must be accessed via hardline and ingress points tend to be well guarded. There are no virtual online worlds, yet. Key cards, password chains, and biometric scanners are critical components of data security, and almost everything requires hardware to use or access. NewEdo is a game with fun future tech, but one rooted in an analogue reality that requires everyone to get their hands dirty.

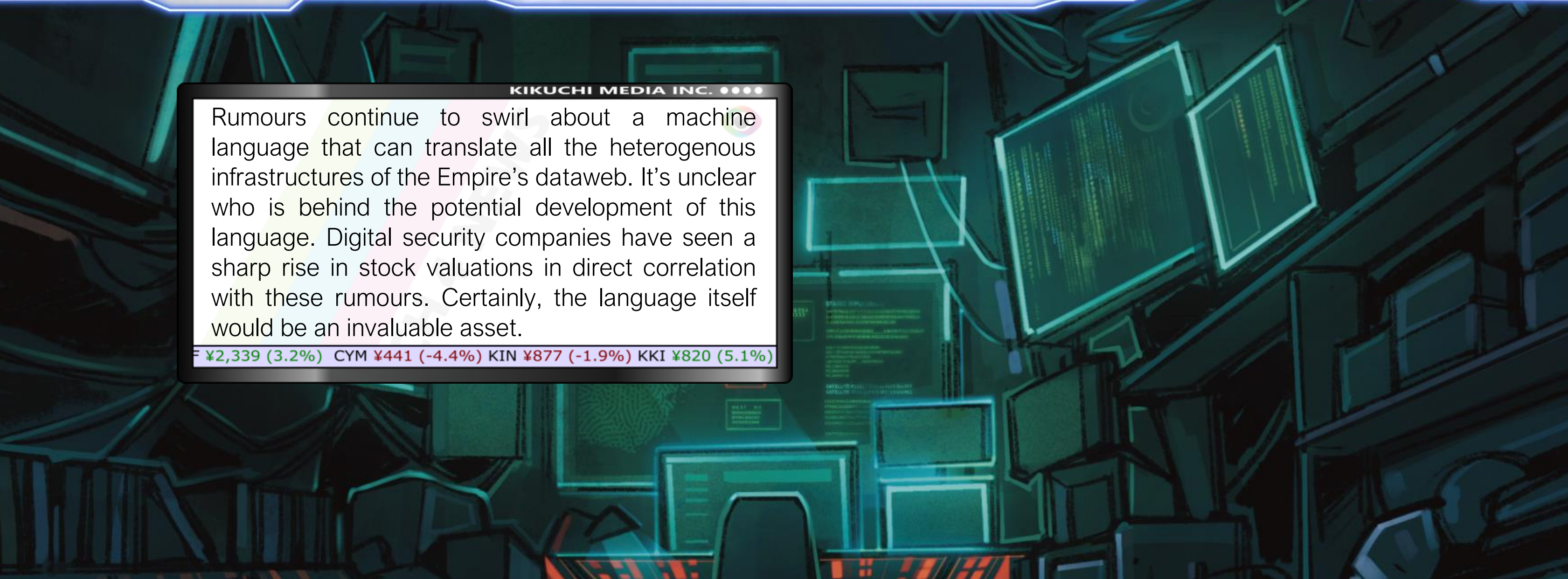
Technology

Technology in the Empire has focused on engineering and materials sciences with a goal of making things stronger, faster, and more durable. Machines form an important part in the Empire's modern cultural identity, and robots have taken over many unpleasant or unsafe jobs. The increase in use of **Augmentations** is correlated to this cultural phenomenon – Augs are used to fix and improve biophysical processes but can also be a fashion statement with more style than function.

Recent breakthroughs in nuclear fusion have spawned a new generation of technologies that are driving the Empire into the 22nd century. Pulsed-energy lasers have been weaponized, with plasma guns and blades appearing on NewEdo's streets only in the last few years. Laser weapons are highly restricted and nearly impossible to obtain, but that has never stopped industrious and imaginative criminals.

Fusion energy has also been harnessed into advanced cooling systems for superconductors powerful enough to generate magnetic lift in personal vehicles. This first generation of hover-capable vehicles function better in hybrid form (like the **Husky 600**) than in pure levitation mode, and it will be decades before flying cars clog the city's skies. Regardless of their functionality, hover-capable vehicles (called *HCVs*) are a flashy and prestigious ride for the rare few who can afford them.

The Empire's traditional distrust of foreign influences materially hindered the development of its digital network. As a result, the *dataweb* is a patchwork collection of isolated and protected nodes, or intranets. The Court and government, major clans and dynastic families, public institutions, corporations, criminal organizations, and a few enterprising individuals have all built their own nodes, often using infrastructure that does not usually consider communication with external nodes. The Court owns and operates a few public nodes that can be accessed by anyone, providing limited social engagement and convenience services that make daily life marginally easier. A citizen can order a bowl of noodles, check the weather, or read (official) news on their mobile phone, but nobody lives "online". A series of status and messaging boards exist on public nodes, providing alternate means of communication between otherwise unconnected groups; these boards are subject to intense scrutiny by the Intelligence Bureau, wary of any indication of subversive intent.



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Rumours continue to swirl about a machine language that can translate all the heterogenous infrastructures of the Empire's dataweb. It's unclear who is behind the potential development of this language. Digital security companies have seen a sharp rise in stock valuations in direct correlation with these rumours. Certainly, the language itself would be an invaluable asset.

F ¥2,339 (3.2%) CYM ¥441 (-4.4%) KIN ¥877 (-1.9%) KKI ¥820 (5.1%)

> *THAT'S UNFORTUNATELY PROPRIETARY, BUT LET ME ASSURE YOU THAT ABSOLUTELY NONE OF BUNYAKI GATE'S LATEST RESEARCH INTO ARTIFICIAL INTELLIGENCE HAS INVOLVED DISSECTION IN ANY WAY, SHAPE, OR FORM. WE HAVE COME A LONG WAY SINCE THE NIKUHIKI ROAD INCIDENT.*
>
> Tanaka, Media Relations, Bunyaki Gate

Corporations

The megacorps of NewEdo – Kinumoto, Byzantium, Tiger, etc. – are powerful influences in the city and the Empire. They play an active role in politics, seeking to guide policy via lobbyists, donations, employment decisions, and even blackmail. Districts like Downtown, Akiba and The Crossing are overrun with corporate headquarters and much of modern NewEdo is splashed with the neon and holographic advertising of these firms.

Despite this strong corporate presence, capitalism in the Empire is muzzled by the will of the Court and of the establishment. The Empire hasn't yet fully emerged from its feudal past, and the most powerful clans and institutions of the country are protective of what they view as their right of control over the general population. Corporate profit is desirable and admirable, but the will of NewEdo's executive boardrooms often conflicts with the will of the Court or the major clans. Power players are wary of ancient rivalries being fought in proxy under corporate banners, so very few of NewEdo's leaders are willing to relax the public rules that bind its megacorps.

What the corporations do to each other in their pursuit of profit's a different matter. Inter-corporation conflict is common, as these powerful entities test the limits of what society will accept from them. Actual violence is rare, but media manipulation, espionage, spin campaigns, and sabotage are routine practices that are often ignored by the Court as long as victims remain faceless.

This policy is doubly true in the **Kashi Trade Zone**, where NewEdo's megacorps have been given jurisdiction to police themselves within a few primary limits: no murder, no torture, no experimenting on sentient creatures, no radioactive waste, no pollution – basically, nothing that could make the Court look bad. Kashi, by appearance, is a massive but clean and well-organized industrial zone. It has its own waste and water treatment plants, generates its own energy, provides modern and admirable worker housing and hospitality options, and even has a beach with water so clean its executives often gargle it on TV commercials. Of course, behind its white-painted and well-lit facades, Kashi is an unfettered capitalist warzone. Industrial espionage is a de facto business practice. Talent poaching often verges on kidnapping, and star researchers or innovative engineers may find themselves working in (stylish) bunker-like conditions never bereft of guards. The Court doesn't know (and doesn't want to know) Kashi's secrets.

The status and presence of corporations in NewEdo (the game and the setting) are one of the primary differentiators between this game and other neon-urban "punk" games. Corporations in NewEdo operate within a legal framework that continues to value life over profits. The corporations themselves may take differing views on that tenet, and an evil megacorp might make a great villain within the NewEdo setting, but characters (and citizens in general) aren't wholly downtrodden in the pursuit of capitalism… yet.

Sample Major & Minor Corporations of NewEdo

Kinumoto Light Industries

Manufacturing a range of goods from toasters to laser rifles, Kinumoto is NewEdo’s largest employer and its most influential corporation. Kinumoto tech is used in everything, and they’re pioneers in the nascent hardware-networking field.

NewEdo Bridges & Tunnels Division

Not technically a corporation, this municipal division nonetheless behaves more like an independent entity than a collection of obedient civil servants. Bridges & Tunnels is responsible for maintenance on NewEdo’s extensive transit system, as well as all large-scale civil demolition required in NewEdo.

Okitori Luxury Services

NewEdo’s most prominent elite services provider, Okitori has a client list made up of the city’s 1%. Okitori provides everything from maid services to chauffeurs to bodyguards to even more discreet and selective personal ministrations.

Tiger Kumitate

Tiger is NewEdo’s largest construction firm and the city’s third largest employer. Unionized and collectivist, Tiger’s negotiators are notoriously tough, bordering on belligerent. Despite this, Tiger remains influential economically and politically.

Bunyaki Gate

Bunyaki pushes NewEdo’s technological frontiers, engineering everything from satellites to Augs. The best cybernetics are made by Bunyaki, a fact so well established that they can charge their customers monthly licensing fees for the privilege of wearing Bunyaki tech.

Oppenheimer

A century ago, Oppenheimer built warships, but they deftly manoeuvred into nuclear tech when fission was first introduced to the Empire. Oppenheimer no longer makes military equipment, instead focusing on cutting-edge research, and is credited with the first fusion energy breakthroughs.

Yashin Enterprises

Often competing directly with Kinumoto, Yashin focuses on arms manufacturing and defence contracts, and is known for its less-than-scrupulous politics. Run by the Toru clan, Yashin has been in operation for centuries in one form or another.

Goto Burger and **Six Sides Sushi**

These two fast food restaurants are the most ubiquitous eateries in NewEdo. What they lack in grace, they make up in taste, and you can’t argue with the convenience. These chains foster customer loyalty to a strange degree, and it’s often joked that the biggest mobs in NewEdo are Goto and Six Sides fanatics.

Tetsuo’s Garage

A franchise dominated by its CEO, Tetsuo Sook, Tetsuo’s Garage is as much a political agitator as it’s a series of repair shops. Wildly popular with the city’s disillusioned countercultures, Tetsuo’s is often a hotspot for political activism with a violent edge.

Kikuchi Media

If it has a public opinion and makes money, Kikuchi probably runs it. Owning everything from print publishers to holographic advertising, Kikuchi Media straddles the divide between the past and future in NewEdo, and aims to influence her next thousand years.

Honpo Brewing

Dating to the 16th century, Honpo is proud of its history, which originally used sake brewing as a cover for smuggling. Five hundred years later, Honpo is NewEdo’s largest beer and sake brewer, and is so ubiquitous a name that thirsty drinkers order a “cold Honpo” regardless of what kind of beer is on tap.

Byzantium Financial

Byzantium is one of the Empire’s few banks licensed to engage in foreign exchange and to execute international transactions. With regular banking operations, an extensive investment management portfolio, a large lending book, and elite access to global markets, Byzantium sits at the centre of an inscrutable and immensely powerful financial web.

Law and Order

Violent crime is rare in NewEdo. An ancient law permitting citizens to carry their *daisho*, or paired blades, has generally been interpreted as a right to carry any kind of melee weapon. It has become fashionable for citizens to wear a short blade in a nod to tradition, meaning that a significant portion of the city's population tends to be armed. Whether this contributes to the city's low rate of muggings, rapes, and assaults is up for debate. While technically not illegal, it's extremely uncommon for anyone to walk NewEdo's streets with a weapon larger than a katana, and someone strutting around with a naginata or kanabo would attract attention.

Firearms are illegal for civilians to possess, carry, or use. While it isn't particularly difficult for a determined individual to find guns and ammo, their public use almost always results in police attention. Police don't have the right to stop and search an individual without a warrant or just cause, so carrying a concealable firearm is unlikely to get you in trouble, but most civilians who catch sight of a gun will run away screaming and call the police (not necessarily in that order). Any active firefight with witnesses will almost inevitably draw down the wrath of the NEOSAMA tactical squad.

NewEdo has four branches of law enforcement, each independently run by a Commissioner. The Administrative Commission is responsible for communication and coordination between branches, oversees internal investigations, liaises with NewEdo's other health and social workers, and runs the group pension for all four branches. The Metro Police Department acts as the city's regular **street cops**; they have arresting authority, can actively intervene in a crime or investigate suspicious behaviour, and are authorized to use force. The **Metro Response Directorate** (a playable Faction) acts as non-arresting support for the other branches, providing first-responder and intelligence services to help keep the city safe. These three branches are generally well regarded by the population.

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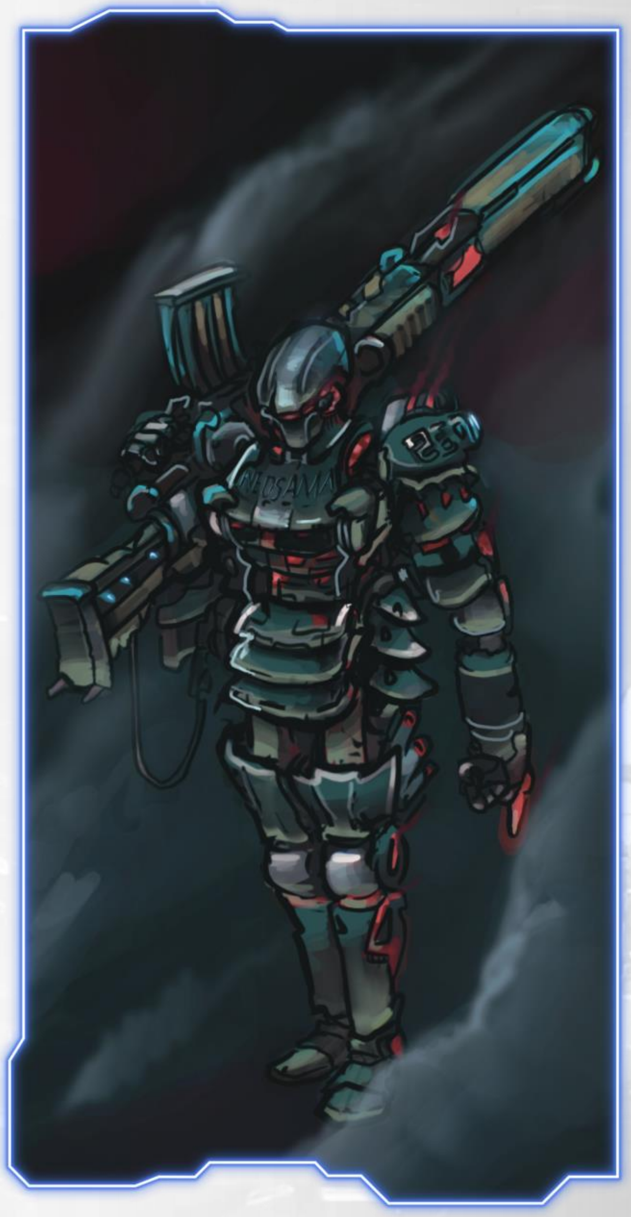
The ridiculous but increasingly popular movement to ban the carry of blades in NewEdo continues to gather support from a range of concerned citizens.

NESSES ON THE SCENE REPORTED SEEING THE STRANGE, HORNED CRE

The fourth branch of law enforcement, NEOSAMA, is a much more contentious entity. Created in the early 21st century in response to a brief but intense crime wave that swept through the city, NEOSAMA is a tactical response unit tasked with suppressing violent crime in NewEdo. NEOSAMA is equipped with military grade weapons, gear, armour, and vehicles, and their primary operating strategy is what they refer to as "efficient deterrence." Efficient deterrence, for the most part, means shoot first and carry the biggest gun. Despite the nearly ubiquitous nature of collateral damage during any active NEOSAMA engagement, this branch is well protected at the judicial level and its officers are very rarely subject to prosecution.



Religion

Citizens refer to the Empire as *the Land of Balance and Change*. The Way of Balance and Change (sometimes just "*the Way*") is more of a philosophy than a religion and has none of the trappings of an organized church – no regular services, no book of rules, no mortal intermediaries between the gods and the average person. The Way is built on two simple concepts: that Balance is always restored, and that Change is inevitable. These opposing but complementary tenets are commonly viewed as forces acting on a reality that spins like a wheel. Or a pendulum perpetually in motion. Or a top with a wobbly spin… Not everyone agrees on the specifics.

Fate is the thread that connects mortals to the Way. The universe will always return to Balance in a process that brings inevitable Change – how that infinite momentum affects, and is affected by, mortals is defined by each person's thread of Fate. The Way may pull an individual into a course of action that they didn't expect, exerting its influence with a tug on their thread of Fate. Equally important, though, is each individual's ability to affect the spin of the Wheel – that Fate allows one to pull as well as be pulled. One person's Fate may alter the momentum of the Wheel, nudging the universe back into Balance or off on an adventure of Change.

While Balance and Change isn't an organized religion, it does have temples. Ranging from tiny neighbourhood shrines tucked between vending machines to ancient stone monasteries clinging to the hillsides in **Fu**, these physical places of the Way aren't in themselves holy; they're mundane reminders of the tenets of the Way, places to give comfort to those who feel at odds with their Fate.

The veneration of a god or gods isn't part of the Way. The people of the Empire understand that the spirits of the world – the kami – are alive and exist in their own reality that sometimes overlaps the mundane world. Kami may be entreated, prayed to for their intervention, but they're not viewed as divine. Divinity in the Empire is a concept usually only applied to the bloodlines of the Empress and a few noble clans.

The citizens of NewEdo have infinite perspectives on how the concepts of Balance and Change affect life in the city: gangsters say that they balance the power of the government; revisionists seek to return the land to a time of theoretical balance; soldiers fight to maintain balance; socialists seek to steal back power from the corporations, restoring balance; anarchists deny the ability of mortals to impose structure without corrupting balance; and almost everyone agrees on the need for change. The thread of Fate allows everyone to pull and be pulled, and the humblest janitor may one day rule the Empire, if that's their Fate…

Language

While the citizens of NewEdo are physically diverse, they share a common heritage based in the Empire's 2,000-year history. Foreign influences have come and gone, but centuries of closed-border policies have resulted in a relatively homogeneous cultural foundation, including a shared language called *Ippan*. Ippan is the default language of NewEdo and the Empire. It's found on all official documents, dominates texts in every library, and used in every boardroom. Unless otherwise specified, all characters are assumed to be conducting their affairs in Ippan.

Dialects, accents, and slang do exist, particularly within tight-knit Lineage groups. A well-heeled Bakeneko from **Kitoshi** is likely to find a debate between Kappa in a shop in **Handakawa** to be nearly incomprehensible. Similarly, individuals from other parts of the Empire may possess linguistic artefacts that make them stand out in a crowd. Foreign languages are almost as rare as foreign individuals, though NewEdo's universities do teach international linguistics for those with an interest in global politics or business.

Most of the Lineages are yokai; creatures born into reality by the belief of the population. As such, they've evolved socially within the fabric of the Empire, starting with a foundation of a shared culture and language.

If you want each Lineage to have their own language, feel free to assume as much. Linguistics is a branch of the **Study** Skill.

The prices of goods and services in NewEdo have been aligned with the dollar-based economies of real-world North America. Fictional currency units used to purchase stuff in-game shouldn't require players to use a calculator or understand foreign exchange, so we've indexed NewEdo's economy to the one familiar to the bulk of our audience. This way, you can use real-world values when discussing job payouts, the cost of items not listed in the book, income levels, etc.

For those of you outside of North America, we apologize for the biased perspective.

Currency & Financial Transactions

The fiat currency of the Empire is called the *yen* and is represented with the symbol ¥. Physical yen comes in paper notes and overly large metal coins, both varied by size to denote value. Everyday transactions – buying lunch or a pair of shoes, renting a vehicle, getting a haircut, etc. – tend to be conducted in physical currency, and it's almost unheard of for a regular citizen to have no cash in their pocket.

As an alternate to cash, digital wallets are slowly becoming more accepted. Nicknamed *ginkos*, these electronic wallets are typically worn as a secure bracelet, though the technology for a ginko can be built into any portable device. Ginkos have two forms: *preloaded* and *credit*. A preloaded ginko may have a specific amount of money recorded onto it, a function that must be completed at a bank or depository institution. A credit ginko is issued by a bank with a transaction limit built into it – it will then facilitate purchases up to its limit before it must be repaid and reset by the bank. All ginkos are encrypted, biometrically tagged to their owner, and operate with near-field communication technology, making them relatively secure for transaction purposes. A lost or stolen credit ginko is usually no more than an inconvenience to its owner. Preloaded ginkos are riskier, as they actually store the value of the funds that have been loaded onto them, so if they're lost or stolen, the owner is effectively out of pocket for that money.

Vendors who accept payment by ginko typically receive funds directly into a system that operates on the private node of their bank, meaning that received funds are almost immediately transferred into a bank account. The latest generation of preloaded ginkos can process two-way transactions, allowing individuals to exchange and store funds digitally. The nature of this exchange by necessity records some amount of identifying information about both parties (or, at least, devices), making them convenient, but not fool proof, for criminal activity. Ginkos that have been scrubbed of their biometric tags are illegal for this reason, to prevent the exchange of untraceable funds.

An evolution of the routines required to facilitate ginko transactions, blockchain technology is currently in an academic, conceptual stage. The fundamentals – immutability, time-stamping, encryption – are understood, but with the Empire's patchwork dataweb and the lack of convenient, inter-node communication, the decentralized database required to run an effective blockchain network is currently unavailable. The Intelligence Bureau is aware and wary of this emergent technology, and keeps tabs on the academics and technologists who foster its evolution.

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Dr. Yu has made a breakthrough in her research into *blockchain* technology at the University of NewEdo. "We're one step closer to realizing a secure and efficient digital currency to replace the dated Yen," the professor stated at a recent press conference at her lab in Akiba. There has been very little public support for this emergent technology.

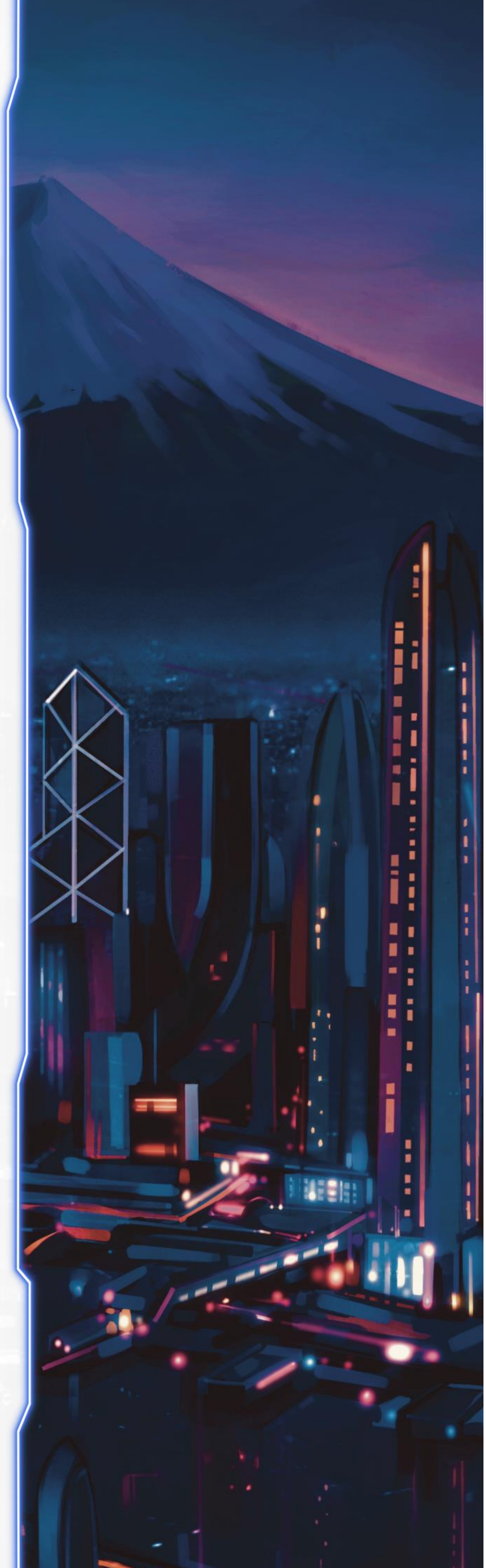
ENT HAS BEEN REPORTED ON THE TOKAIDO LINE AT SUMITAMA STATION

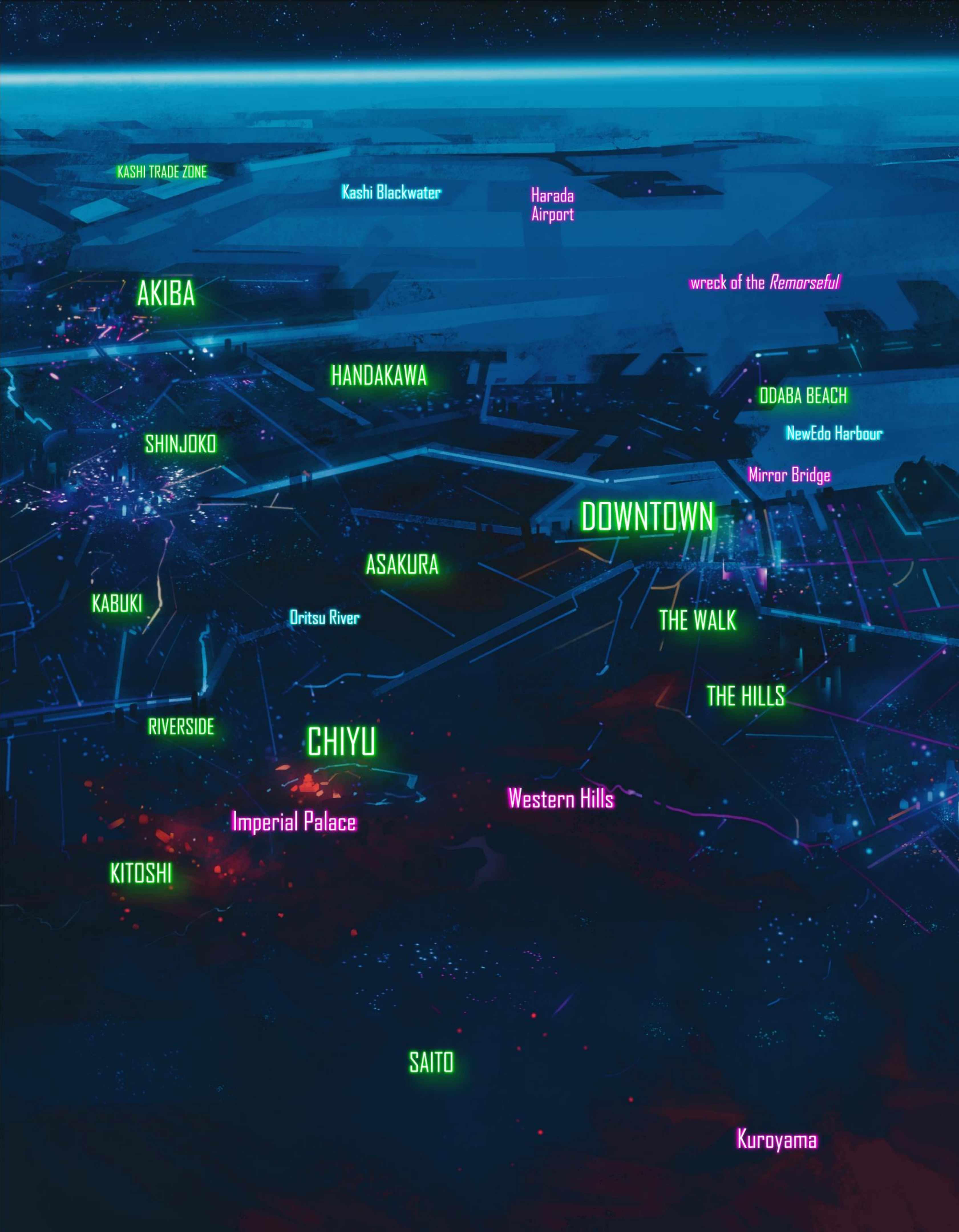
Geography

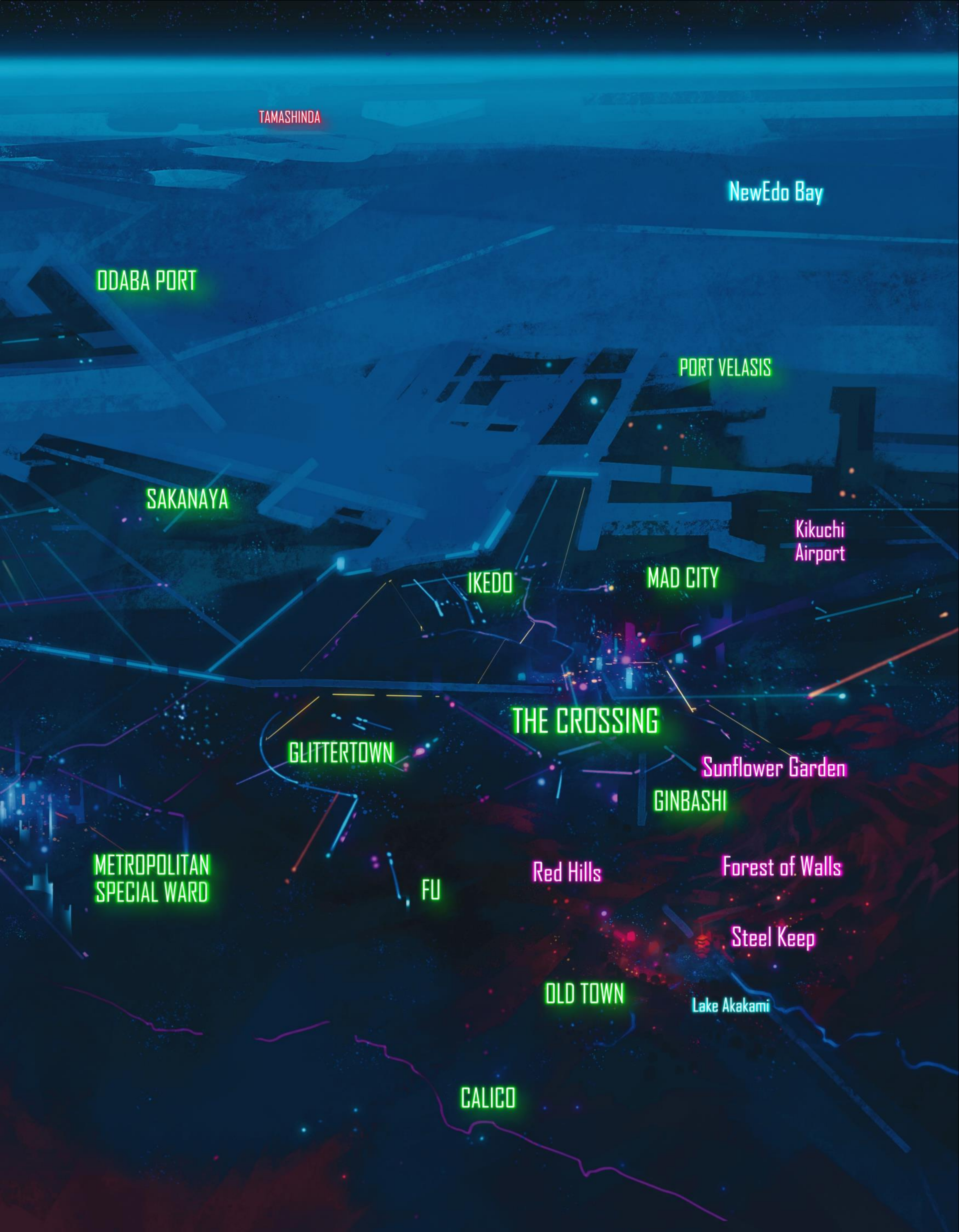
NewEdo has a population of roughly 50 million, spread out across a metropolitan area that covers nearly 9,000 square kilometres. The city and its extensive suburbs wrap around the western and northern coasts of NewEdo Bay. The eastern coast of NewEdo Bay is formed by the Tamashinda Peninsula, which has been uninhabited since its villages were destroyed by the god-monster Hofuku in the 18th century.

Central NewEdo is bounded on the west by Kuroyama, the Black Mountain. Kuroyama is a steep-sided active volcano that regularly vents smoke and gases, which are blown away from the city by the prevailing easterly wind from the sea. The Black Mountain is revered by the inhabitants of NewEdo and the Empire, who pray for it to continue to be merciful. In turn, Kuroyama has only ever erupted from its western face, away from the city, leaving the plains stretching inland in that direction blasted and barren, while the soils to the south and north benefit greatly from rich volcanic nutrients. Kuroyama's typically snow-capped peak, at 3,700m of elevation, is visible from every district of the city. NewEdo's suburbs, notably the Calico and Saito districts, run right up to the foot of the mountain, but no one lives on its slopes above a few hundred metres of elevation. Kuroyama is a wild place, heavily wooded at its base, stretching to a lunar bareness above the treeline, and is rumoured to be inhabited by the kind of monsters born of 2,000 years of nightmares and deeply rooted mythology.

Between Kuroyama and the bay is NewEdo proper, a densely packed metropolis with half a dozen urban cores that would function as a downtown in any other major city. Criss-crossed by train tracks perforated by subway tunnels, and segmented by canals and rivers, NewEdo is a layered urban maze that may confuse and surprise even its longest-lived residents. Iron bridges from the earliest industrial age cross canals that separate districts unchanged since feudal times from 90-storey glass and neon skyscrapers that aspire to the 22nd century. NewEdo is the past and the future, comfortable with both and unwilling to let go of either.




KASHI TRADE ZONE
Kashi Blackwater
Harada Airport
wreck of the *Remorseful*
AKIBA
HANDAKAWA
ODABA BEACH
NewEdo Harbour
SHINJOKO
Mirror Bridge
DOWNTOWN
ASAKURA
KABUKI
Oritsu River
THE WALK
THE HILLS
RIVERSIDE
CHIYU
Western Hills
Imperial Palace
KITOSHI
SAITO
Kuroyama


TAMASHINDA
NewEdo Bay
ODABA PORT
PORT VELASIS
SAKANAYA
Kikuchi Airport
IKEDO
MAD CITY
THE CROSSING
GLITTERTOWN
Sunflower Garden
GINBASHI
METROPOLITAN SPECIAL WARD
FU
Red Hills
Forest of Walls
Steel Keep
OLD TOWN
Lake Akakami
CALICO

The following descriptions of NewEdo's various districts don't have to be taken as gospel, and this isn't an exhaustive list of the city's unique areas. These descriptions are meant to spark your imagination but can be changed or discarded if necessary to suit your story. Players and storytellers shouldn't be afraid to create their own locations in the city, ones that suit a character's narrative or a grand plot line.

The Districts of NewEdo

Akiba: home to NewEdo's next generation of corporate headquarters and technological innovation, Akiba is the neon heart of the city's future. A massive area that comprises mixed office and residential towers, maid cafés, boutique electronics shops, universities, youth hostels, and every kind of convenient food service imaginable, Akiba is a city within the city, and many residents of the area never find the need to leave. The best wetware labs are all located in Akiba, and if you're looking for the newest version of anything technological, this is where you'll find it.

Asakura: an expensive traditional neighbourhood built on the banks of the Oritsu River, Asakura's proximity to Downtown and adjacency to the royal parks of Chiyu have increasingly turned this area into a tourist destination, something that irks its posh inhabitants to no end. Residential and commercial areas blend together with warm, wooden architecture that isn't always authentic but which makes for great photos. Asakura does its best to preserve its history but is being pulled into the future by new wealth.

Calico: situated between Old Town and the Black Mountain, Calico is a strange, sleepy suburb. Unassuming single-family residences stretch for hundreds of square kilometres, hugging polite suburban streets that weave in a disorganized pattern around the foothills under Kuroyama. Labyrinthine neighbourhoods are impossible to tell apart, each served by a humble sushi shop, a convenience store, and a shrine. Tucked somewhere in this suburban maze is the smithy of the famous sword-maker, **Shinzo Under Mountain**.

Chiyu: surrounded by a concentric series of moats and private forests, Chiyu is the home of the Empress and seat of Imperial power in the Empire. Chiyu Palace can be seen from outside the grounds, rising above the district's dark forests as a reminder of the Empress's 200-year reign over the city and the Empire. Chiyu and its surrounds are completely off limits to the public, and the district is protected by every conceivable type of countermeasure.

The Crossing: while Downtown is *called* Downtown, most NewEdo residents think of The Crossing as the core of the city. Named after its expansive and confusing network of transit connections, The Crossing is a massive commercial, institutional, and residential hub that bridges the divide between NewEdo's past and future. This district is unofficially recognized as neutral territory by most of the city's power players.

Downtown: NewEdo's financial core and home to hundreds of corporate headquarters, Downtown is an imposing forest of glass towers that crowd the streets below and dwarf any sense of mortal scale. With very few residents, Downtown is a bustling hub during the day and nearly vacant at night, except for the few bars and restaurants that service office workers who often remain at their desks until midnight or later.

Fu: Fu is the district of 10,000 gates, home to NewEdo's religious history and its most prominent temples. Perched on the northern cliffs of the Red Hills, Fu possesses NewEdo's most ancient living history, with shrines that still show evidence of the religious wars that swept across the Empire a thousand years in the past. Accessible only by foot, at the end of a flight of 888 steps, Fu isn't technically off limits to visitors, but it's rare to see anyone other than resident monks wandering its timeless streets.

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Another disruption occurred this weekend at the Calico-based workshop of the blacksmith known as Shinzo Under Mountain. It has been speculated that Mr. Under Mountain is attempting to fuse his expert metalwork with kami-blessed magic, something that has drawn condemnation from traditional spiritualists in the city. Channel 4 News was not able to obtain an interview with the reclusive Mr. Under Mountain.

1.1%) ILI ¥1,110 (4.1%) MRM ¥441 (-4.4%) QST ¥979 (2.6%) RMR ¥69

Ginbashi: with ancient, cobbled streets that wind their way up into the Red Hills, Ginbashi is a timeless district that's home to NewEdo's most honourable and respected *okiyas*, or geisha houses. Although Ginbashi's lower streets are adjacent to the bustle of The Crossing, this district has none of the neon glare of modern NewEdo. The respect accorded to Ginbashi is often attributed to the stewardship of lady **Usu Kiiro**, master of the Sunflower Garden. The Sunflower Garden is an okiya but also a preparatory school where Usu Kiiro and her mistresses provide their wards with academic, commercial, and martial training. Graduates of the Sunflower Garden will often then establish their own schools, propagating Usu's philosophy that focuses on respect, self-defence, and self-sufficiency.

Glittertown: Glittertown is a high-end shopping and healthcare district famous for expensive clothing, expensive restaurants, and expensive plastic surgeons. Several boutique wetware labs operate in Glittertown, known more for the aesthetic than functional quality of their augmentations. Spas, retreats, and rehab clinics pepper the district's modern streets, their interiors hidden behind tastefully smoked glass and protected by equally high-end security teams.

Handakawa: working-class Handakawa is a residential district integrated into one of NewEdo's oldest manufacturing hubs. While its large industrial facilities have mostly been mothballed due to obsolescence, Handakawa has survived by developing an economy around custom machinery and bespoke engineering. The district is identifiable by its ubiquitous stone chimneys and the pervasive, though not unpleasant, smell of smoke and iron. Residents share an appreciation for craftsmanship, and while a drone engineer may set up shop next to a traditional blacksmith, both would gather after work at a street-side bar to drink and compare notes.

The Hills: The Hills is a dense residential district packed with stylish modern towers perched on the edge of NewEdo's Western Hills. With a view of Downtown and NewEdo Bay, residents of The Hills are sometimes known to look down on the rest of the city.

Transportation in NewEdo

NewEdo is a dense metropolis that was built to favour rail transit over that of personal vehicles. Roads are of course ubiquitous, but no convenient highways run through the central city, meaning that it's almost always faster to get around by train or subway than by car. A web of service roads connects NewEdo's districts, but these are restricted to use by trucks.

NewEdo's rail network is a layered patchwork of train and subway tracks that has been accumulating in density and complexity for over a hundred years. Six main lines and nine spurs combine to serve most of the city's districts, overlapping and criss-crossing in the following loose pattern:

Central: 28 stations in a loop that includes Downtown, the Metro Special Ward, The Crossing, and Sakanaya

Coastal: 44 stations that connect NewEdo's two airports; Kikuchi to the south and Harada in the east

Edo: 19 stations that loop around the Western Hills, from Downtown to Kitoshi and back through Chiyu

Fuji: 12 stations running from Downtown to Calico

Owari: 23 stations running from Kikuchi Airport, through The Crossing, Downtown, then on to Chiyu

Tokaido: 53 stations running from Calico, through the Metro Special Ward, to Saito, then east to Kashi

In addition to its rail lines, NewEdo is serviced by an extensive river and canal network. Used mostly for commercial boat traffic, these waterways are old and their infrastructure is dated at best. Locks, gates, and tunnels make marine navigation difficult and even dangerous without specialized knowledge.

Finally, the Lanley Skytrain was recently completed, and connects Kikuchi Airport to the Metro Special Ward via The Crossing. Running ten to twenty metres above the street, the Lanley is a suspended maglev train that runs along an unpowered track. Built to navigate between the skyscrapers of The Crossing, this network of commuter stations has created a new series of density hubs above street level.

Ikedo: hunched between Port Velasis and the bustle of The Crossing, Ikedo is as close to a black market as can be recognized in NewEdo. Built up around an old manufacturing district, Ikedo is a warren of warehouses, machine shops, logistics facilities, and private boat yards.

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Tetsuo's Original Garage is staging its annual and much-anticipated street race through Ikedo and Mad City next Thursday. Owner Tetsuo Sook has promised to implement a better screening process for this year's race, which will hopefully result in fewer fatalities on the course. Last year's race was one of the most violent in recent history and drew heavy condemnation from the Minister of Civil Safety, Karin Meiwa.

STIVAL WILL BE HELD AT ETO GARDENS IN RIVERSIDE NEXT MONTH, WI

Kabuki: symbiotically adjacent to Shinjoko, Kabuki is NewEdo's most infamous red-light district and is the only district in NewEdo where gambling isn't restricted. Kabuki tends to attract a colourful breed of clientele and has a higher crime rate than most of the city. Despite this, the area is highly popular among all generations and maintains a seedy-but-charming reputation.

Kashi Trade Zone: Kashi is NewEdo's industrial zone, a massive tract of territory that stretches east from the city towards the wastes of Tamashinda. Kashi's industries focus heavily on manufacturing and the applications of first-gen fusion technology – the nuclear facilities are all located in the extreme far east of the zone, heavily guarded and mostly buried deep to protect against accidents (and sabotage). Kashi is modern and clean but exists outside of the traditional structure of society – here, corporations have far more influence than in the rest of the city, and private security forces have an exclusive contract on law enforcement. Industrial espionage is common and sometimes lethal. The traditionalists of NewEdo paint Kashi as an example of an immoral future that threatens the Empire if change is allowed to run rampant. Others view the innovations spawned here as the Empire's only hope in a world increasingly crowded by the influence of the Hongse Collective. Both views have merit…

Kitoshi: high-walled villas are the defining feature of Kitoshi, where NewEdo's most established clans keep their primary residences. Kitoshi wends around the western edge of the Western Hills, with a view of both Kuroyama and the golden wheat fields that extend north from the Saito suburbs.

Mad City: Mad City is home to NewEdo's most vocal and rambunctious counter cultures. Ostensibly a commercial district based around cheap t-shirt shops and discount noodle joints, Mad City is better known for its unruly residents, street fights, and hard rock bars. Nothing is unusual in Mad City, where the rich slum for fun and the poor steal their cars in a complex but strangely amicable social ecosystem.

Metropolitan Special Ward: the Metro Special Ward is the heart of NewEdo's municipal government as well as the Empire's National Legislature. The district is extensive but less densely packed than NewEdo's commercial centres like Downtown or The Crossing. Imposing, century-old imperial buildings sit behind tall gates, surrounded by exquisitely manicured grounds. Dozens of foreign embassies are housed in properties reflecting the relative strength and tenure of those nations' relationships with the Empire; some ancient and traditional, others modern and expensive, and more than a few appearing somewhat dingy or stuffed unassumingly into side streets. The Special Ward is home to the Metro Response Directorate and Metro Police Department Headquarters, as well as NewEdo's military command HQ and the elite Imperial College. Many of NewEdo's most prestigious restaurants and social clubs are located in the Special Ward, and feature membership lists more difficult to breach than a bank vault.

Odaba Beach: in stark contrast to the port that it shares a peninsula with, Odaba Beach is a strangely anachronistic stretch of waterfront. With a view of Downtown across NewEdo Harbour, Odaba Beach is a popular entertainment destination, but the venues along its boardwalk are a throwback to the mid-20th century, giving the beach a surreal surf-shack vibe that was never actually part of the Empire's history. The original *Goto Burger* has weathered eight decades on the beach and is surrounded by other similarly cheap and somewhat tacky restaurants and bars.

Odaba Port: Odaba Port is the Empire's second largest industrial port, processing more than 180 million tons of goods annually. Odaba is a modern facility built on reclaimed land and has become increasingly automated as logistics routines have advanced. Most equipment, from trucks to cranes to tugboats and pilot ships, is driven by cutting-edge software protected by some of the most advanced security routines in the Empire. The Imperial Navy headquarters is located in Odaba Port, though the fleet usually lays farther south in NewEdo Bay at the military base at Atamida.

Old Town: Old Town is the original settlement area of the city that eventually became NewEdo. Built on the western shore of Lake Akakami, Old Town hasn't changed much since the 18th century when it was ruled over by the Shogun from the Steel Keep. Old Town's residents are reticent and often surly, possessing an unshakeable resentment against the Empress for her defeat of Shogun Kinumoto. The district is a place out of time – belief in the past is strong here, sufficient to… interfere… with the function of modern technology. Old Town is a nexus for those who reject modernity, and every attempt to drag it into the 21st century has failed and been forgotten.

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The latest development appeal by Tiger Kumitate regarding the large and unused tract of land surrounding the historic Steel Keep has been rejected by city council by default. Known as the Forest of Walls, the section of the Red Hills overlooking Lake Akakami remains a no-man's-land in municipal politics, with no Ward Councillor willing to accept responsibility over its future. For now, police advise citizens to avoid the area due to heightened ronin encampment activity.

RANCE THAT THE PROPOSED 'SCHOOL FOR THE MAGICALLY GIFTED' WILL

Port Velasis: NewEdo's original port, Velasis is a dated facility that handles local marine traffic and the kind of shipping infrastructure that doesn't integrate well with Odaba Port's highly automated systems. Despite its age, Velasis remains a busy junction and provides repair and shipbuilding services for the many workboats and ferries that ply NewEdo's waterways. The Port Velasis district is decidedly blue collar; locals disdain ostentation and show little respect for the kind of status earned by wealth or a family name.

Riverside: adjacent to Chiyu, Kitoshi and Asakura and situated on the banks of the Oritsu, Riverside is a traditional restaurant district famous for its wooden structures and winding, lamp-lit alleys. Establishments in Riverside tend to adhere to a similar external aesthetic, with shuttered windows and heavy door hangings that muffle the light and sounds from inside, giving the district a peaceful, almost ghostly ambience.

Saito: NewEdo's oldest suburb, Saito's residences tend towards wooden architecture. Saito covers a large swathe of north-western NewEdo and stretches towards the edge of the city where the wheat fields of Kuroyama's volcanic plains take over from the urban sprawl of the city. Somewhat neglected by NewEdo's subway lines, most residents of Saito get around by buses that operate on a route system that's inscrutable to outsiders. Shrines dedicated to agricultural kami are common in Saito, and the district is known for its craft breweries and distilleries.

Sakanaya: Sakanaya is home to NewEdo's massive fishing industry. Modern food-processing facilities sit adjacent to centuries-old wooden markets where fishmongers sell everything from poisonous delicacies to slabs of tuna bigger than a motorcycle. It's often joked that there are more blades in Sakanaya than in the rest of the city combined and, after dark, the district has a dangerous reputation.

Shinjoko: Shinjoko is a bustling commercial district heavily focused on hospitality. While its centre is a vibrant collection of modern towers, Shinjoko retains its history and is home to NewEdo's most prominent historical theatres and playhouses. Restaurants, bars, and clubs radiate outward from Shinjoko's central stations and cater to every taste and budget.

The Walk: doused in new money, The Walk is NewEdo's flashiest entertainment district. White-leather nightclubs, edgy fusion and ass-to-snout restaurants, huge cabarets, and the most expensive coffee shops in NewEdo are all tightly packed into an area that ironically has more cars per capita than anywhere else in the city. The Walk is your best source for anything expensive and consumable.

3: GAME MECHANICS 101

NewEdo has been designed to maximize character customization while keeping the actual game systems simple. So, while there may be a million ways to create a cool character, there are only a few dice rolls involved in having that character actually do what they're good at, whether that's flying-lunge assassinations or pottery.

NewEdo uses a dice pool and **Target Number** (TN) system as the basis of its conflict resolution mechanic. Your dice pool is made up of your dice from a **Core Trait** (like Perception) plus your dice from a **Skill** (like Gunnery). Whenever your character needs to check to see if they succeed at something, they roll their dice pool and add up all the values on all the dice, including any re-rolled 10s from d10s that "exploded". The TN will depend on what kind of contest you're attempting. If the total of your rolled dice pool equals or exceeds the Target Number, you succeed at whatever it was you were trying to do.

Explosive Dice

In NewEdo, whenever you roll a d10 and get a 10, you get to roll that die again and add your result to the total – an effect known as "exploding". If your second roll gets a 10, you roll again, and continue adding the results to your total, and so on, until you stop rolling 10s.

It is rare but not impossible for dice other than the d10 to explode but assume that they can't until you see a rule that says they can.

Contests

At the heart of the rules are contests. A contest occurs any time that a character needs to do something that can't be shrugged off as inconsequential. A contest might be as simple as spotting a hidden latch or as complicated as a lengthy fight between two martial arts masters.

When a character enters a contest of any kind, they'll have to roll a number of dice (their dice pool), add them up, and compare the total with a Target Number; if they meet or exceed their TN, they succeed. If not, they fail. Simple as that.

Basic Contests

A basic contest is when a character only has one chance – when the sum of their dice pool must meet or exceed the Target Number, or they fail. Hitting a target with a gun, breaking down a door, remembering a fact in the moment, and fast-talking a bouncer are all examples of basic contests. If you fail at these, you *might* be able to try again in the future, but you'll have to start again.

When you make a basic contest check, you roll the appropriate Trait plus appropriate Skill dice (if any) and compare the sum against the Target Number. Target Numbers are either assigned by the storyteller or determined by the Traits and Skills of the target – for example, the TN to hit you in melee combat is a function of your Power and Reflex Traits.

Before you roll a basic contest, you usually must **Roll your Fate** and apply any results before rolling your dice pool. Destiny may already have something in mind for you.

Example: Usu Kiiro is attempting to scare off some street scum. This is a basic contest of Usu's **Presence** (a Core Trait) plus **Intimidation** (a Skill) against a Target Number equal to the scum's **Resolve** (a Derived Trait).

Usu has 3 Ranks in Presence, granting her 3d10, and 4 Ranks in Intimidation, granting her a further 2d6, 1d8 and 1d12, so her total dice pool is 3d10 + 2d6 + 1d8 + 1d12. The player controlling Usu grabs a fist full of dice.

First, Usu **Rolls her Fate** and gets a number not associated with any Fates, so proceeds to her Skill roll.

The Target Number is 14. Usu rolls a 6, 7, 2, 4, 1, 4, and 9 for a total of 33 – a monumental success.

The scum drops a load in their pants and runs, leaving the Sunflower Garden unsullied.

All rolls and calculations in NewEdo are rounded up. Bigger is better.

Opposed Contests

An opposed contest happens quickly, like a basic contest, but instead of trying to meet a TN, you're rolling to try to exceed another creature's roll. Both contestants will **Roll their Fate** before an opposed contest, which may result in some spectacular action. If Fate doesn't decide the winner, then the dice rolls do; whoever rolls the highest in an opposed contest wins.

Extended Contests

An extended contest occurs when your character tries to do something that can't be accomplished in a few moments. Researching the history of a particular corporation and arm-wrestling a drunken Oni are examples of extended contests.

In the case of an extended contest, the storyteller will assign you a Target Number and a number of periods in which you may reach this TN. You'll still roll your Trait + Skill, but the sum of each roll will be added to a total that will (hopefully) eventually reach your TN. The period in question is up to the storyteller; if you're researching a corporation, you may be allowed one roll per day, but if you're arm-wrestling an Oni, the period will be a matter of seconds.

During an extended contest, each involved player **Rolls their Fate** once, before the first contest dice pools are rolled. If the Fate Card (FC) results are applicable to the contest (a **Crit** or a **Botch**, for example), then they may determine the outcome of the entire contest. If not, apply any results as necessary, then continue with the extended contest as described above.

Legendary Actions

During any contest, you **may choose to use up to 5 points of your Temporary Legend** to add to your dice pool. To do so, simply declare in advance of your roll how much of your Temporary Legend you'll use, then add that amount to your roll. If you succeed on your modified roll, you accomplish your action with some fantastic flair. You may only do this once per Round.

Players can use Temporary Legend to boost a Skill roll and attempt to accomplish something that seems frankly ridiculous. Without simply copying other abilities in the game, players can be creative with their use of Legend-boosted Skill rolls. Does someone want to use their **Athletics** to try to run up a sheer wall and backflip behind their enemy? Or how about using **Small Arms** to shoot the finger off a maniac before he clicks the detonator on a bomb? Storytellers are encouraged to be flexible in these situations; give your players a high Target Number and let them spend some Legend. NewEdo is supposed to be a game about the kind of amazing, fantastic, and generally unbelievable feats you see in anime and action movies. Have fun with it.

If a character attempts a Legend-boosted Skill roll and fails, they lose one point of Permanent Legend as everyone watches them shit the bed. Probably on camera.

You can't spend Temporary Legend to add to or change your Fate Card rolls.

Sample Target Numbers	
TN 5	The easiest things you might actually have to roll for: hitting a barn with a baseball thrown from 3m or remembering your own address in the moment.
TN 11	Tasks that begin to introduce complications: driving in traffic without crashing, preparing a tasty meal, remembering the name of someone you met while drunk.
TN 17	Tasks that almost no one can take for granted: driving fast in medium traffic without crashing, diving through an open window without hitting the window frame or hurting yourself, listing the last five Emperors by name, having an intelligent answer to an economics question.
TN 25	At this difficulty level are tasks that either need some training, a lot of raw talent, or a good dose of luck to accomplish: scaling a wall with very shallow handholds, pretending to be someone you've had time to research, bypassing a good-quality security panel, brewing a tasty sake.

CRITS & BOTCHES

You can only Crit or Botch when you Roll your Fate. The results of a normal dice pool roll never indicate anything other than mundane success or failure.

Critical successes are applied in two ways:

- A Crit on an attack means you hit your target and roll all damage dice twice. If you get to roll d10s, these are also rolled twice and may continue to explode as usual.
- Any other Crit results in a spectacular success as determined by the storyteller. For example, you may roll a Crit when trying to seduce an unsuspecting guard, so instead of just swaying him, you convert him to your cause and add him to your list of Contacts**.**

Botches are bad. Botch results are up to the storyteller but may include embarrassing or painful effects like dropping your gun, tripping down the stairs, or farting while trying to seduce that guard. Botches aren't intended to cause you (or your equipment, or allies) harm, but at the very least they mean that you can do little other than recover for this turn, and you automatically fail the contest you were rolling for.

ADVANTAGE & DISADVANTAGE

To keep things simple, there are only two modifiers that can come into play outside of what's recorded on your character sheet: Advantage and Disadvantage. When you have Advantage, you add 1d10 to your dice pool. When you have Disadvantage, you subtract 1d10 from your dice pool or, if you have no d10s to roll, you subtract one of your highest dice instead. These two modifiers encompass everything from your target being in cover to you attempting to win at chess while drunk. Advantage and Disadvantage generally cancel each other out, though multiple overlapping effects may leave your character with a modifier subject to storyteller discretion.

TIME

Scenes

Non-combat actions take place during Scenes, which may last a few minutes or a few hours, depending on what the characters are trying to accomplish. Scenes are usually defined by a specific goal, such as interrogating a spy, negotiating with a fixer, or traveling from one location to another.

the Rest

When your character is beat up, drained, drunk, or just over it, they need a Rest. A Rest is defined as a 6-hour stretch of time where a character isn't actively doing anything productive – they're not networking, researching, carousing, texting, etc. Most of these things can be accomplished in down time during the course of the day. During a Rest, a character gets nothing done except sleep – and, possibly, dealing with their anxieties.

Characters must Rest once in every 24-hour period and can't Rest more than once in that period. If a character is unable to Rest during a 24-hour period, they begin to gain levels of **Misery**.

Characters regain a limited amount of Health, and all their Temporary Legend, during a Rest. See **Healing and Recovery** for more details on the healing effects of a Rest.

Time During Combat

Time in combat is broken up into Rounds and Turns; a Round is the length of time it takes all involved characters (both player- and storyteller-controlled) to act, and a Turn is each character's chance to act within that Round. A Round is assumed to take place within 6 seconds, give or take.

See **Chapter 12** for further details on the rules of combat and conflict resolution.

When in doubt, apply an Advantage or Disadvantage; if neither seems reasonable, then the action is either free and doesn't require a roll, or it's impossible and you simply can't roll for it.

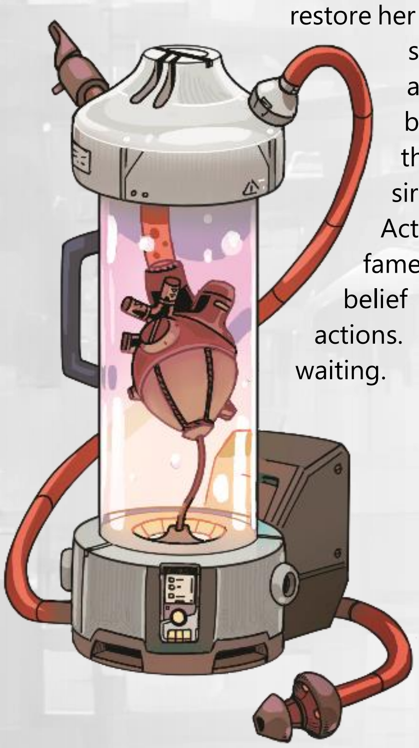
LEGEND

Your Legend is your fame (or infamy), renown, and reputation. What are you known for? Are you the greatest swordsman, the fastest draw, the first into battle, the most accomplished calligrapher, or the best lay this side of town? Legend has always been an integral part of the most compelling samurai stories, and in NewEdo your Legend is your prime motivator: it's the reason you get out of bed.

Legend – Meta

The heroes, anti-heroes, and villains of NewEdo aren't mundane. They're magical creatures and mythical warriors with abilities that defy reality. They move faster, hit harder, look better, and think deeper than the average person ever could. As individuals, though, each superhuman character depends on the belief of NewEdo's regular population for those abilities – if no one believes in you or cares about you, you're nothing. You may think you're the baddest of asses, but if a grandmother cuts in front of you at the supermarket, you're just a delusional douchebag.

In NewEdo, belief defines reality. Yokai exist because people believe they do. A samurai can cut a bullet in half because onlookers know she can. A cancer patient trusts that her **Way of Five** practitioner can restore her health. Even the most subtle, unobtrusive, assassin draws on the belief of his clan when the lights come on and sirens start wailing. Actions engender fame, fame creates belief, and belief fuels even greater actions. Your Legend is waiting.



Creating Your Own Legend

Maybe you want to play a well-dressed **Guild of Tears** mercenary, so you develop a character with high physical Core Traits, lots of martial Skills, some combat **Augs**, and maybe a few points in the **Wealth** Background. So far, that character is just a set of numbers on a sheet; those statistics tell you what she *can* do but not *why* she does those things. As the next step to creating your mercenary, consider what you would want her to be famous, or infamous, for in NewEdo. Will she be a ruthless but efficient assassin, showing no empathy as she kills her foes, or a sadistic killer who revels in the bloody gore of her victims' violent deaths?

At character creation, you must set out a Legend – a motivation – for your character. This can change during play as you get to know the character, so don't stress over it – but you should have something in mind that drives your character every day. They don't just get up and go to work; they should make decisions for a reason. Let that reason, motivation, be your Legend.

Legend holds no moral value. Legend is a quantification of how well known you're for doing that thing you do best. As your character progresses through their adventures, you'll have many opportunities to choose between actions – do you hesitate and take stock or run brashly into the fray? – and the manner with which you succeed or fail at your adventures will slowly build your Legend. Not all legends are grown on tales of violence or combat though. Hackers, geisha, spies, spin doctors, and tycoons all have their own Legends, and can be as well-known as the deadliest samurai in NewEdo.

This also doesn't mean that every character in NewEdo is intended to be a glory hog. A reliable medic who saves the lives of fellow soldiers doesn't need to tout his own worth. A good songwriter appreciates the proper credit – and royalties – from a huge pop star singing the words they have written. And a strong policymaker may never make headlines, but her investments and career will always drift upwards, regardless of the polls.

LEGEND SYSTEM

Legend is an absolute number that reflects how well known you are, whether or not onlookers recognize your face. Legend is granted by doing Legendary things and fuels your ability to do those things. Beings with a bigger Legend can do crazier shit, obviously.

Legend has both a **Permanent** and a **Temporary** value. Your Permanent Legend value is the status quo state, and each morning your character wakes up with as much Temporary Legend as their Permanent Legend score. You use Temporary Legend points during play to empower your abilities, reducing your available pool of Temporary Legend, but this doesn't reduce your Permanent Legend. Your pool of Temporary Legend points is refilled when you Rest, but there are other ways to recharge those batteries…

You can immediately gain Temporary and even Permanent Legend by doing awesome stuff in-game. The storyteller may reward your decisions in play with new points of Legend – a refill of your Temporary pool if those actions were pretty cool, or an increase to your Permanent Legend if you pulled off something truly memorable that will make the rounds of gossip through NewEdo's streets. So go ahead and spend Legend points to attempt to jump between vehicles, drop kick a grenade, or seduce the mayor; if you succeed, you'll probably get those points back, plus interest.

Each character starts with as much Permanent Legend as their highest **Core Trait** – so if Savvy, at 21, is your highest Core Trait after character creation, record your starting Legend as 21. Don't worry about changing how you create your character just to squeeze an extra point or two of Legend out at the start because you'll soon make it up during play.

Legend Effects

Your character's Legend has four very tangible effects:

Legend as a Measure of Power

Your progress through the Ranks of your **Path** is determined by your Legend score. As you gain Legend, you're granted access to higher circles of learning denoted by your Rank in your Path. These Ranks are only one of a dozen ways your character will gain in power and shouldn't be confused with "levels," but are a rough guideline for a character's experience in the world of NewEdo.

You gain Ranks in your Path as your Legend score increases, as follows:

Permanent Legend	Path Rank
1 - 45	1
46 - 75	2
76 - 110	3
111 - 160	4
160+	5

Legend as Health Reserve

If you suffer enough damage to be reduced to 0 Health, you hit the "Burning Legend" **Wound** level. You're beat to hell but you can keep going, albeit with a fairly stiff Skill roll penalty of -10. At this point, any further damage to you comes straight off your pool of Temporary Legend, but you suffer no further penalties to your rolls. As a Legend, it's possible to continue fighting for a significant amount of time after you should have been killed. Picture a famous swordsman fighting off dozens of attackers despite numerous cuts that should have killed him, or a dazzling stunt driver remaining awake behind the wheel, rushing their allies to safety while bleeding from what would otherwise be a fatal gunshot wound. Legend lost to damage in this way can be restored in the same way as any other use of Legend.

If you suffer enough damage to reduce your Temporary Legend to 0 while you still have 0 HP, you die… although it was probably a spectacular death.

Legend as a Fuel Source

Your Legend is your store of ki, or willpower; the belief of others gives you the ability to do extraordinary things. Some abilities require that you spend Legend points to use them. At first this may seem counterintuitive, as your actions are supposed to bring you Legend, not expend it. But if you don't dig deep for the conviction – the sense of self – necessary to complete that amazing feat, you'll fail, so the most amazing actions and powers require that you spend your Legend to make them real. In doing so, of course, you hope that you succeed and that your Legend will grow in turn by the completion of those feats.

In effect, low level powers and abilities take smaller amounts of Legend, while stronger and more powerful abilities demand a higher Legend cost. You'll continue to gain Legend through every gaming session, so don't be afraid to spend your Legend in this way. Mundane actions require no Legend, but get mundane results. This game wasn't designed for mundane actions.

You can also use the power of your Temporary Legend to increase **contest** Skill rolls (but not damage), as you focus your will to succeed. To do so, you must declare in advance how many Temporary Legend points you'll spend **up to a maximum of five** before rolling. These points are added to the results of your dice pool roll for that contest. If you succeed, you should describe some epic way in which you accomplish your goal. But if your Legend-boosted roll is still a failure, not only do you look like a loser but you also lose 1 Permanent point of Legend.

Legend as Fame

Your character's Legend is a record of how famous they are, or how famous their persona/alter-ego is if they choose to be secretive about their identity. The nature of how you got your Legend will dictate how people react to you – very few citizens will want to ask a brutal murderer for his autograph – but as you grow in Legend, you'll become increasingly recognized around NewEdo. Regular citizens, up-and-coming rivals, the police, the gangs, the establishment, and anyone who you're gunning for will become increasingly aware of your existence as you build your Legend.

Legend in NewEdo is generally a good thing – it's respected, if not always appreciated – and will allow characters to get away with extravagant actions that might land an average schmuck in trouble. But remember that as your powers grow in fame, they'll catch the attention of the next generation of heroes and villains in NewEdo, who may come seeking you out to prove themselves…

Regaining Legend

There are three primary ways to regain the Temporary Legend points you use during play.

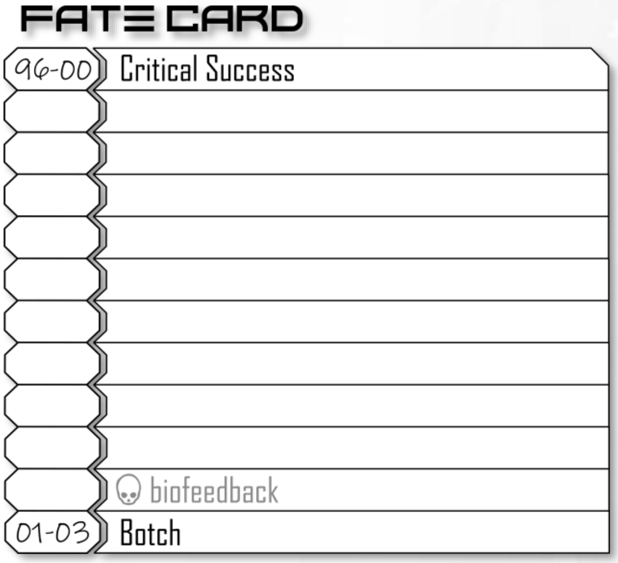
1. **Do awesome shit**. After the scene or combat, your storyteller may reward you with a top-up of Temporary (or even a boost of Permanent) Legend if you managed to succeed at something awesome. Extra points will be rewarded for taking actions that foster the theme of your own personal Legend.
2. **Rest**. Getting enough sleep is important for your ki. All of your Temporary Legend points are refilled after a **Rest**.
3. The **Followers** Background. During play, you may gain a shot of adrenaline by calling on your Followers to recognize your awesomeness (see **Backgrounds** in Chapter 7).

There are also some Skills and abilities that give you ways to regain Legend, so keep your eyes open.

THE FATE CARD

Every character has a Fate – legendary or mundane, heroic or vile – and that Fate is recorded on your **Fate Card** (FC). The FC is part of your **character sheet** and represents the chance for extraordinary things to happen when you take your action. The various lines on your FC are effects that may trigger when you act, representing the intervention of Fate in your story. Some of these lines are granted by the choices you make at character creation – your Path and some Skills and abilities add lines to your Fate Card – while other lines are added during play, based on the decisions you make in the moment. Because your Fate Card can be affected by in-game decisions, it becomes a record of both how your character is built, and how they act. Two characters with otherwise-identical capabilities may have very different Fates, and the story of that would be reflected on their Fate Card.

Your Fate Card starts out looking like this:



FATE CARD

96-00	Critical Success
	biofeedback
01-03	Botch

You'll need to write the "96-00" and "01-03" into your Crit and Botch lines yourself. Use pencil for everything you add to your character sheet because all these lines may change during play.

Your Fate Card is a tool that procs or triggers effects based on random chance. Since you'll eventually end up with many Fate lines, the scale of that random result is 1-100, meaning that you need to roll a hundred-sided die to determine the outcome of a Fate Roll. Since hundred-sided die are rare and impractical, the best way to accomplish this is to roll two ten-sided dice (d10s). You assign one of these dice to the "10s" place value and one of them to the "1s". Many dice sets come with two different d10s for this purpose, with one of them showing increments of 10 and the other showing increments of 1. When rolled together, they create a result on the scale of 1 to 100, with 100 represented by "00" and "0".

Roll Your Fate

A key part of NewEdo's rule system is **Rolling your Fate** – once per Round before you roll a dice pool for a contest, you may roll your fate, using two d10s (or a d100 if you have one). Compare the result to your Fate Card and apply any actions or effects before continuing with your contest dice pool roll. Every Path has a unique Fate line, but there are dozens of other ways to add to your Fate Card in NewEdo.

If you get a Crit or Botch, you don't need to roll your dice pool because the results have already been determined; you succeed spectacularly or fail, hard.

You can only **Roll your Fate** when you're presented with a challenge, as otherwise you're not tempting Fate. This means you can't just declare that you're Rolling your Fate randomly to try to gain bonuses; you must be under some form of duress, using Actions to try to achieve something meaningful. And remember that no matter how many actions you get, you may only Roll your Fate once per Round unless an ability specifically says otherwise.

Adding to Your Fate Card

As your character develops, there will be ample opportunity to add to, or change, your Fate Card. Every Path and many Skills include line items to add to your Fate Card, or to change the numbers of existing line items on it. See **Character Development** for more details on the development of your Fate Card, but the following are a few examples of line items you may see added to your Fate:

- Add a chance to gain an extra action
- Add a chance to heal yourself or an ally
- Add a chance to grant an ally a free attack
- Increase your Crit chance
- Reduce your Botch chance

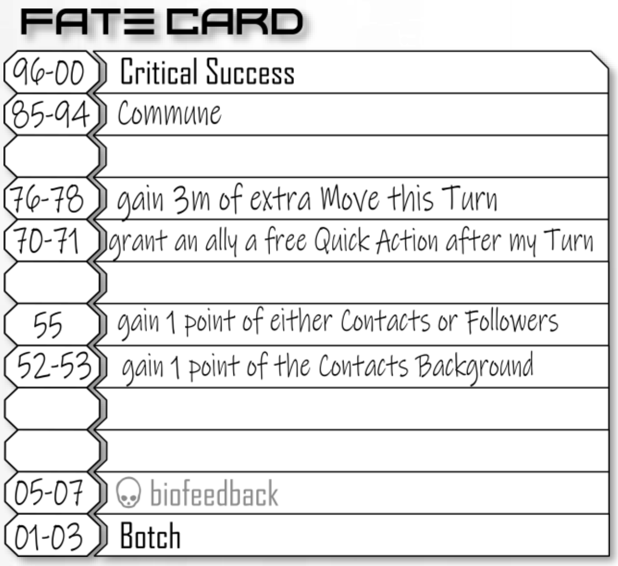
When an ability grants you a Fate Card effects, you choose a new line on your FC (or add to an existing one if you already have that Fate) and write in the description of the Fate. You must also assign a numeric value to your new Fate; Crits and Botches take up the highest and lowest range of the roll, but you can otherwise choose any number(s) you wish for your new Fate lines. It's usually a good idea to leave some numeric space between your Fates (leave some blank numbers) to give you room for future increases to those Fates lines.

Remember – when you're told to Roll your Fate, you do so before rolling any other dice. Apply any Fate Card results before moving on to your normal dice pool rolls if they remain necessary.

Example: In the following excerpt from the **character creation chapter**, Rowan is making a character named Fumiyo. Rowan gives Fumiyo the **Intuition** Skill, which has an ability that states **"Add 1% 'Gain 1 point of either the Contacts or Followers Background' to your Fate Card."** Rowan finds an empty line on Fumiyo's Fate Card and writes "Gain 1 point of either Contacts or Followers" and assigns a 1% chance to that outcome – that 1% can be any number on the 1-100 scale that isn't used yet. Rowan chooses 55 for this Fate line. In the future, if he rolls a 55 on her Fate Card, he can choose to give Fumiyo an extra point in either of those two Backgrounds, and then proceed with whatever else she was doing during that Turn. If Fumiyo later gains another +1% chance, Rowan will increase the probability range by one, to either 54 or 56, noting that there's no actual statistical benefit to a higher or lower roll.

Below is Fumiyo's Fate Card as it looks immediately after character creation is complete. As you can see, your character's FC will fill up with interesting Fates that can change the flow of the game and grant iterative rewards as the Fates smile on you. Flip to page 55 to read more about **Fumiyo's character creation**.

Sample Character Fate Card



FATE CARD

96-00	Critical Success
85-94	Commune
76-78	gain 3m of extra Move this Turn
70-71	grant an ally a free Quick Action after my Turn
55	gain 1 point of either Contacts or Followers
52-53	gain 1 point of the Contacts Background
05-07	☠ biofeedback
01-03	Botch

SECTION 2: CHARACTERS

Silas plonked a coin into the river, leaning drunkenly over the stone railing of the ancient bridge. He watched the heavy disc sink into the water and reflected on how nice it was that they'd cleaned up this section of the Oritsu.

"Neighbour, have you lost something?"

Startled, Silas turned towards the voice with a sheepish grin. A handsome young Bakeneko dressed in a grey kimono had approached to just outside a respectable distance and was smiling at Silas from behind his whiskers.

"My sincere apologies if I surprised you." The Bakeneko spoke in a mellifluous purr.

"Noooo no no, kind stranger, everything is okay, I have not lost anything!" Silas leaned on the railing and waved a hand expansively.

"Ah, excellent. A fortuitous turn. But I must ask then, neighbour, are you feeling well?" The golden-furred Bakeneko stepped slightly closer. "I hope you aren't staring into the murky waters of the Oritsu with any sorrow in your heart?"

Silas opened his mouth to object, but paused. "Funny, you know, that you should ask. I was not dreaming of a watery death, no, but I must say that now that you bring it up, I do have a heavy heart. I feel… old, and not in the beloved way of a favourite grandparent or a cherished bench in the park." Silas chuckled and the Bakeneko joined in, stepping closer.

"Now that I see you in the light of this lamp, I feel like I recognize you." The Bakeneko cocked his head, studying Silas' scruffy face.

Silas rubbed his chin self-consciously, now aware that he hadn't shaved in a few days. "Oh? You call me *neighbour*, maybe we have encountered each other before?"

"No, I was simply being polite, friend, I am not from this district." The Bakeneko's smile had dropped by a degree. "But now I *do* know you – didn't you used to be Silas Frane?"

The words hung in Asakura's peaceful night air for a moment.

Silas' smile disappeared, but he resisted the urge to rest his hand on the short blade tucked into his coat. "I am still Silas Frane."

"Nooooo, friend, you aren't still Silas Frane." The Bakeneko stepped to within an arm's length of Silas. "You used to be Silas Frane, a *true* Legend. Now, you're just a drunk." Bright green eyes looked down on Silas from behind the Bakeneko's rich golden fur.

Now Silas did rest his hand on the hilt of his wakizashi, and he took a deep breath to clear his head.

"I know of you only from my uncles' stories and from newscasts that predate the dataweb."

The two figures stood a metre apart, staring at each other, while the distant sound of a karaoke bar drifted down the course of the Oritsu. Silas twitched, and the Bakeneko stabbed him through the heart.

The Bakeneko hefted Silas' body and dumped it into the river, then spat. "Legends don't get old."

Character sheets can be found in this book **here**. Alternately, you can grab a printable PDF **here**.

The Priority Buy process **excludes your Lineage and your Path**. The Lineages and Paths were created to be equal in power, and you should choose these before moving on to the Priority Buy process.

4: CHARACTER CREATION

The character creation process in NewEdo is based on a **Priority Buy** system, where you may choose what building blocks are important for your character and focus on those. You start with a concept – do you want to play a gruff Human samurai warrior who has seen a few years, or an ideological Karasu shaman bridging the gap between magic and technology? – and then use the Priority Buy process to assemble the pieces of that concept into a character that's wholly unique. You won't arrive at your game table with the same build as another player, we pinky swear.

To foster all this customization without requiring twenty sourcebooks, the Priority Buy process allows you to pick the best attributes and abilities for your character concept. Of course, to balance things out, assigning a higher importance to one ability means that you'll have to accept less power or potential in another attribute or ability. This is the heart of the Priority Buy process, where you decide which character fundamentals are most important to your concept, gaining potential in one area at the cost of lowering potential in another.

Paths

The first step in character creation is to come up with a concept, which will influence your choice of **Paths**. A character's Path is like their job or their role in NewEdo, but unlike class-based games where a character's archetype defines most of their potential, the Paths in NewEdo give characters some abilities and a general sense of purpose, but how that character goes about accomplishing their goals is up to you. Two characters on the same Path may have very different ways of getting things done, and that doesn't mean just a choice between heavy or light weapons.

While your Path will grant you a few fun abilities, it will be more important for its effect on your politics (or lack thereof) in the world of NewEdo. Most of the game's Paths are part of a Faction, and every Path has a different perspective on how its members fit into the political dance of the Empire. The **Faction and Path** descriptions provide a narrow view of their politics, and the **Setting** chapter provides a much broader sense of the world. In brief, though, imagine that your concept is a warrior who likes big guns and shiny cybernetic augmentations. Two obvious Path choices would be the Tekun's **Operatives** and the Seven Sword's **Guild of Tears**. To choose between them, you'd have to figure out whose political outlook suits your mood. An Operative is usually an idealistic soldier using **Augs** to fight for a better tomorrow, while a Guild of Tears member would typically be more cold-blooded, a mercenary looking out only for number one. Which one appeals to you more? That simplistic example aside, you can build a functional warrior who likes big guns from almost every Path option using the Priority Buy process described below.

Once you've chosen a Path, be sure to mark down all the bonuses and abilities you get from that Path. You begin the game at Rank 1, and at the very least your Path will grant you a free **Skill** at 1d8 (from a choice of three), some equipment, and one or more ability or new line on your Fate Card described under the Path Ranks section. The goodies listed under your Path Ranks are powerful extra abilities that your character will get access to at increasing Ranks, but they're not what will make your character good at what they do – Path abilities complement your character's playstyle, rather than define it.

A key component of character creation in NewEdo is developing a Legend for and around your character. As soon as you come up with a concept, begin to think about that character's motivations, why they get off the couch and go hustle in the city. As you proceed through this chapter and refine your concept, consider how each of these choices may impact or even change your character's motivation, their Legend.

The sample character in this chapter begins as a vague concept, no more than "she'll be a street shaman, working her way up from the gutter."

Rowan's character concept is a techno-shaman named Fumiyo, a street mystic who uses both technology and magic. Rowan wants her to be an artist who blends traditional materials and new technology, making a living with her unique perspective from NewEdo's underbelly.

Since he doesn't have a strong opinion about Fumiyo's Lineage yet, Rowan browses through the Paths to see what fits with this concept. There are a few Paths that might suit the technology side of the idea (the **Seibishi**, **Bozu** and **Ghost Talkers**, for example), but the politics and ideals of those Paths don't suit Fumiyo's grounded spirit. He ultimately settles on NewEdo's most diverse mystics, the **Shugonshi**. Part of the Speakers Faction, each Shugonshi is free to seek their own way in the world as long as they're willing to act as a conduit between the kami and mortals. That works for Rowan, and for Fumiyo.

From the Shugonshi Path description, Rowan notes that Fumiyo will get a Quality 1 weapon but doesn't see her using one. He may also assign a free Skill at a focus of 1d8 to one of Intuition, Meditation, or Arcana. He figures Fumiyo will need to have a good sense of people to get by, so adds Intuition to Fumiyo's list of Skills, starting with one Rank at d8.

Next, he flips to the Shugonshi Path Ranks, which describe the abilities Fumiyo will get at each Rank. Starting at Rank 1, she immediately adds a new line to her **Fate Card**, a 10% chance to trigger the *Commune* ability that will let her chat up some nearby spirits. He picks numbers on Fumiyo's Fate Card that add up to 10% and writes in her new *Commune* Fate.

(continued on next page)

The Shugonshi's other Rank 1 ability is related to their strong magical potential. Fumiyo gets a bonus of +7 to her Shinpi Core Trait (which starts at zero), giving her an advantage when using magic. She may also choose three Rotes from the list of any of the Tier 1 kami from the **Magic chapter**, or substitute any of those three for one of the Common Rotes on page 158. Shugonshi are the only Path that has unlimited access to the whole variety of kami in the game – other mystical Paths must choose from a shorter list.

Reading through the kami and their **Rotes**, Rowan settles on the following spells: Chatter, a Common Rote that will let Fumiyo speak to the kami on demand; Holograms, which will let her create illusions; and Diplomacy, a Rote that will get her out of trouble in a pinch. He records the details of these Rotes on Fumiyo's **character sheet**, making note of the Skills required to cast them.

Finally, a Rank 1 Shugonshi may choose a **Mikata**, a spirit familiar. As a Shugonshi, Fumiyo may choose a Mikata from any of the Tier 0 or Tier 1 kami. Rowan re-reads each of the kami descriptions, thinking about roleplaying and style as much as utility. Mikata aren't powerful, but they give your character a unique bonus. Rowan thinks that the Tier 0 kami of Rain would make an appropriate spirit familiar for Fumiyo the street shaman. A Rain Mikata grants Fumiyo +2 to all Meditation rolls, so even though Rowan hasn't got to her Skills yet, he adds in Meditation and puts a +2 in the "Skill Ability Notes" box on her character sheet.

Fumiyo's filled-in character sheet can be found in this chapter on page 60 for anyone looking to get a sneak peak at a completed character.

Lineages

Some players may approach their concept starting with a **Lineage**, the biological form of their character. The Lineages are all different, some more suited to combat while others excel in social situations, or at magic, or in stealth. Despite these differences, any Lineage can effectively fill any role in NewEdo. Starting statistics may give one Lineage a small boost over another for a certain concept, but a player's choice during Priority Buy will have a far greater effect on their character's potential than their choice of Lineage. Your Lineage choice should primarily be for roleplaying purposes rather than based on statistics.

Every Linage has a unique outlook on life in NewEdo. These perspectives don't supersede the influence of a character's Faction but, rather, give colour and personality to the politics of their Faction. Two **Hitokage** spooks on a stakeout both know they're there to gather intel on a suspect, but a **Tanuki** would be more likely to crack jokes (and a beer) while a **Karasu** would generally be more serious and focused. Both Lineages would make an effective spy, but the personalities of those characters may be quite different.

Your character's Lineage has a list of stats and bonuses in the character creation section. Where there's an option (Size 4 or 5, for example), you may choose between them, and others you get automatically. Every Lineage has two Culture options, and you may only choose one. Alternately, you may spend points from your Background Priority to choose a Culture from a different Lineage. Make sure you record all of the extras, abilities, and statistics from your Lineage and Culture before moving on with character creation.

As he works through the details of Fumiyo's Path, Rowan begins to narrow down on her character concept. She would be stubborn and independent but still respectful of her responsibilities as a Shugonshi. This helps Rowan decide on a Lineage that suits Fumiyo's concept.

Although most famous for their warriors, the avian **Karasu** tend to have strong-willed personalities that favour structure and order. Fumiyo may be on the bottom of NewEdo's social structure at the moment, but she has ambitious dreams. Rowan decides that Fumiyo will be a hard-beaked Karasu youth, too stubborn to ask for help but unwilling to hurt others to get her way.

In the character creation section on the Karasu page, Rowan first sees that he can choose between Size 4 and 5 for Fumiyo. Noting that larger creatures have a lower **Size** number, Rowan would prefer that Fumiyo not be too noticeable, so he opts for the smaller Size 5 choice. Her Karasu physiology automatically gives Fumiyo +3 Power, so Rowan marks that down for later. Fumiyo also gets a unique ability, the *Flying Lunge*, so that gets noted on her character sheet. Her last automatic bonus is a free Fate Card line that will give her a boost of speed.

Next Rowan has to decide between the Karasu's two Culture options. While the *Tactical* Culture is tempting with its free Rank in the Meditation Skill (among other choices), Rowan settles on the Karasu's *Strategic* Culture, which will give Fumiyo +3 to her Savvy Core Trait, and another new Fate Card line that will let her hand out free actions to her allies. Cool. All of this gets recorded on Fumiyo's character sheet. Her Fate Card is really filling up with fun Fates, which is a sweet bonus!

THE PRIORITY BUY

Once you have the rough outline of your character concept, including a Path and a Lineage, you then assign a Priority – a level of importance – to each of your character's **Backgrounds**, **Magic**, **Augs**, **Skills**, and **Core Traits** (generally referred to as "abilities"). For players coming from a game where your choice of class or archetype heavily influences what your character can do and how they do it, the Priority process may seem confusing at first. This process will allow you to add magical potential to a cybernetic warrior or build a character with wealth and power that gives them some freedom from the influence of their Faction. Your Path (and to some degree, Lineage) generally defines *what* you want to accomplish, and *why*. Your Priority choices better define *how* you go about actually getting stuff done.

> You assign each of your character's ability categories – Backgrounds, Magic, Augs, Skills, and Core Traits – a Priority from **A** to **E**. You can only choose each Priority rating once, and every category must get a priority

Priority Abilities

Detailed descriptions will follow, but here's a quick summary of the categories you need to prioritize:

- **Backgrounds** (page 144) provide context to your character – are they rich, powerful, well connected, or nobody (yet)? Backgrounds are important for roleplaying purposes but also provide gameplay bonuses.
- **Magic** (page 152) as quantified by your **Shinpi** Trait, is your ability to speak to the kami. Magic is usually taught by your Path, but choosing a higher Priority for Magic will increase your latent potential.
- **Augs** (page 176) are cybernetic enhancements installed in your character's body. Not everyone needs or wants them, but they sure look cool.
- **Skills** (page 190) are things that your character has learned – shooting, repair, medicine, etc. – and provide unique bonuses as you become more advanced.
- **Traits** (page 204) are the fundamentals of your character – their brains and brawn – and provide raw potential at the expense of specific training. There are both Core and Derived Traits.

Priority Buy Resource Allocation Table

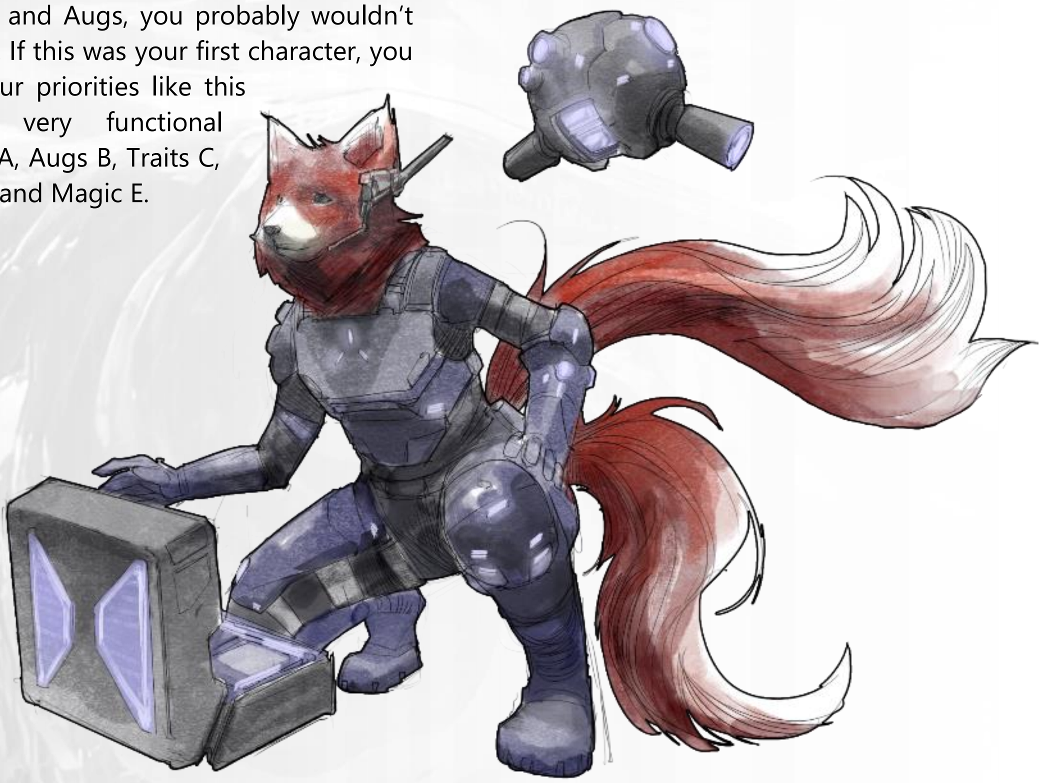
Ability	Priority A	Priority B	Priority C	Priority D	Priority E
Backgrounds	60 points	45 points	30 points	20 points	10 points
Magic	+9 Shinpi Bonus Tier 1, 2 or 3 Rote Gain a Mikata	+7 Shinpi Bonus Tier 1 or 2 Rote	+5 Shinpi Bonus Tier 1 Rote	No bonus Shinpi or Rotes	May never gain Shinpi or learn Rotes
Augmentations	54 points of Trait Noise Hisanaka Lineage (optional)	28 points of Trait Noise	12 points of Trait Noise	No Augs at character creation	May never instal Augs
Skills	2d12, 3d8, 3d6, 4d4	3d8, 3d6, 3d4	3d8, 2d6, 2d4	3d6, 2d4	1d8, 2d4
Core Traits	46 points	29 points	19 points	14 points	11 points

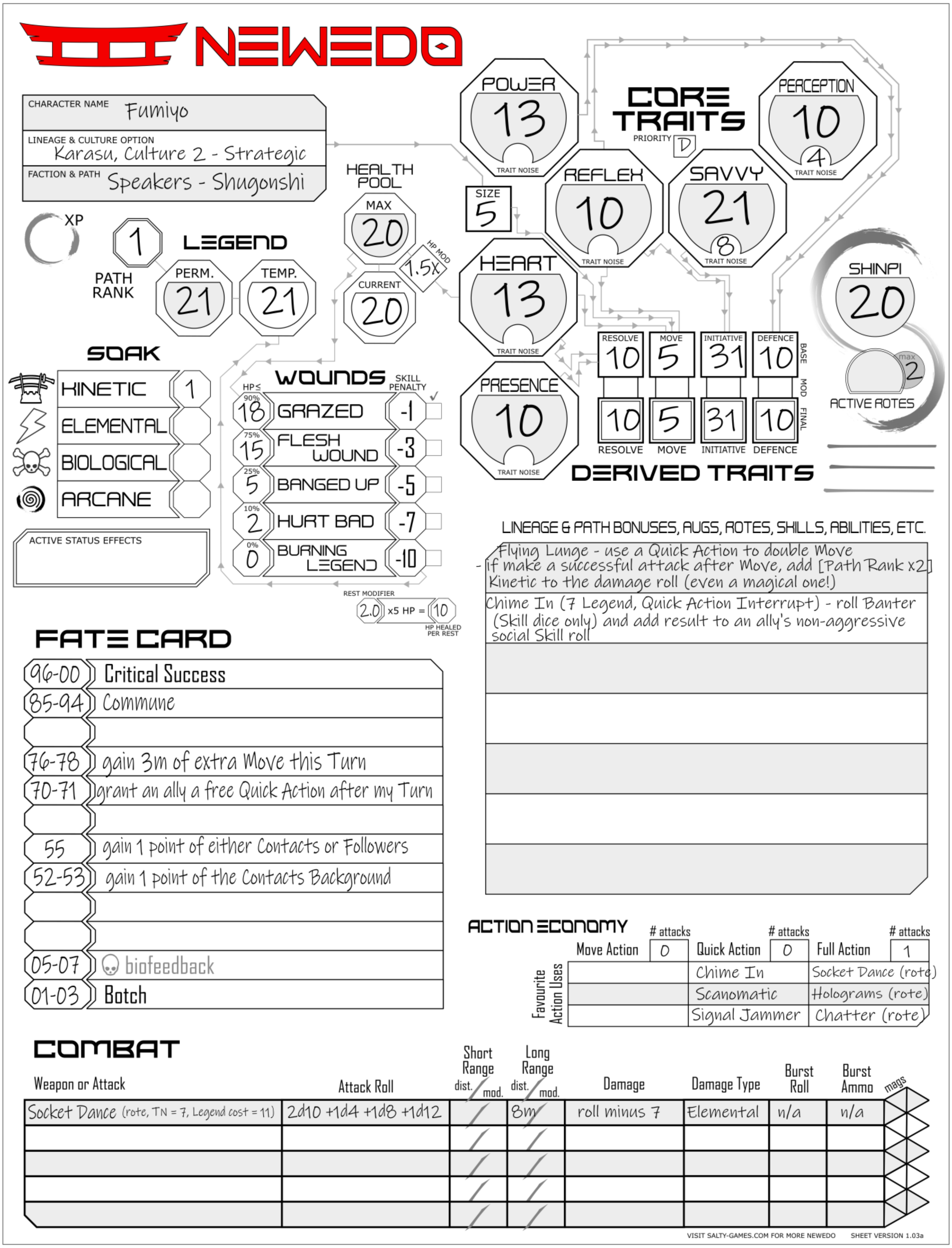
The table on page 58 indicates the resources you get to build your character with, based on the priorities you assigned to each of their ability categories. Each category uses different resources and the points aren't transferable between categories – if you take Priority B in Core Traits and C in Backgrounds, you can't just interchange those points while building your character.

That's a lot to take in, eh? If you're new to this type of game system and aren't yet familiar with the various chapters in this book, the best way to think about the Priority process is to go back to your character's roots, their concept. Each ability category assists your character in *how* they accomplish their goals. Not every character needs to be good at everything, as long as they're good at *something*. Imagine that you've dreamed up a character concept – a cunning **Kitsune** spy, a Hitokage – and now you use the Priority table to allocate resources into the abilities that suit that concept. They'll need a fair amount of Skills (like Stealth, Deception, Small Arms, Surveillance, Investigation or Security) and some Augs would definitely be handy. Core Traits are generally useful, and the Contacts Background would be very helpful. With your Skills and Augs, you probably wouldn't need any Magic. If this was your first character, you could assign your priorities like this and have a very functional character: Skills A, Augs B, Traits C, Backgrounds D, and Magic E.

The novelty of a system like this, though, is that someone else making a Kitsune Hitokage could use entirely different Priority allocations and still have a functional character. That other character would accomplish their goals in a different manner, maybe using some Magic and relying on high Core Traits instead of the specific talents granted by Skills but would still be playable – and still be fun. And yes, that means that you're going to have to make some decisions, which isn't everyone's cup of tea.

For players who don't care about this level of character customization or those who just want to jump into the game, there are a handful of pregenerated characters available starting on page 294.





NEWEDO

CHARACTER NAME Fumiyo
LINEAGE & CULTURE OPTION Karasu, Culture 2 - Strategic
FACTION & PATH Speakers - Shugonshi

XP

PATH RANK 1

LEGEND
PERM. 21
TEMP. 21

HEALTH POOL
MAX 20
HP MOD 1.5x
CURRENT 20

SIZE 5

CORE TRAITS
PRIORITY D

POWER	13
TRAIT NOISE	
PERCEPTION	10
TRAIT NOISE	4
REFLEX	10
TRAIT NOISE	
SAVVY	21
TRAIT NOISE	8
HEART	13
TRAIT NOISE	
PRESENCE	10
TRAIT NOISE	

SHINPI 20
max 2
ACTIVE ROTES

DERIVED TRAITS

	RESOLVE	MOVE	INITIATIVE	DEFENCE
BASE	10	5	31	10
MOD				
FINAL	10	5	31	10

SOAK

KINETIC	1
ELEMENTAL	
BIOLOGICAL	
ARCANE	

ACTIVE STATUS EFFECTS

WOUNDS

HP ≤		SKILL PENALTY	✓
90% 18	GRAZED	-1	☐
75% 15	FLESH WOUND	-3	☐
25% 5	BANGED UP	-5	☐
10% 2	HURT BAD	-7	☐
0% 0	BURNING LEGEND	-10	☐

REST MODIFIER 2.0 x5 HP = 10 HP HEALED PER REST

LINEAGE & PATH BONUSES, AUGS, ROTES, SKILLS, ABILITIES, ETC.

Flying Lunge - use a Quick Action to double Move - if make a successful attack after Move, add [Path Rank x2] Kinetic to the damage roll (even a magical one!)

Chime In (7 Legend, Quick Action Interrupt) - roll Banter (Skill dice only) and add result to an ally's non-aggressive social Skill roll

FATE CARD

96-00	Critical Success
85-94	Commune
76-78	gain 3m of extra Move this Turn
70-71	grant an ally a free Quick Action after my Turn
55	gain 1 point of either Contacts or Followers
52-53	gain 1 point of the Contacts Background
05-07	biofeedback
01-03	Botch

ACTION ECONOMY

	Move Action	# attacks 0	Quick Action	# attacks 0	Full Action	# attacks 1
Favourite Action Uses			Chime In		Socket Dance (rote)	
			Scanomatic		Holograms (rote)	
			Signal Jammer		Chatter (rote)	

COMBAT

Weapon or Attack	Attack Roll	Short Range dist./mod.	Long Range dist./mod.	Damage	Damage Type	Burst Roll	Burst Ammo	mags
Socket Dance (rote, TN = 7, Legend cost = 11)	2d10 +1d4 +1d8 +1d12	/	8m/	roll minus 7	Elemental	n/a	n/a	
		/	/					
		/	/					
		/	/					
		/	/					

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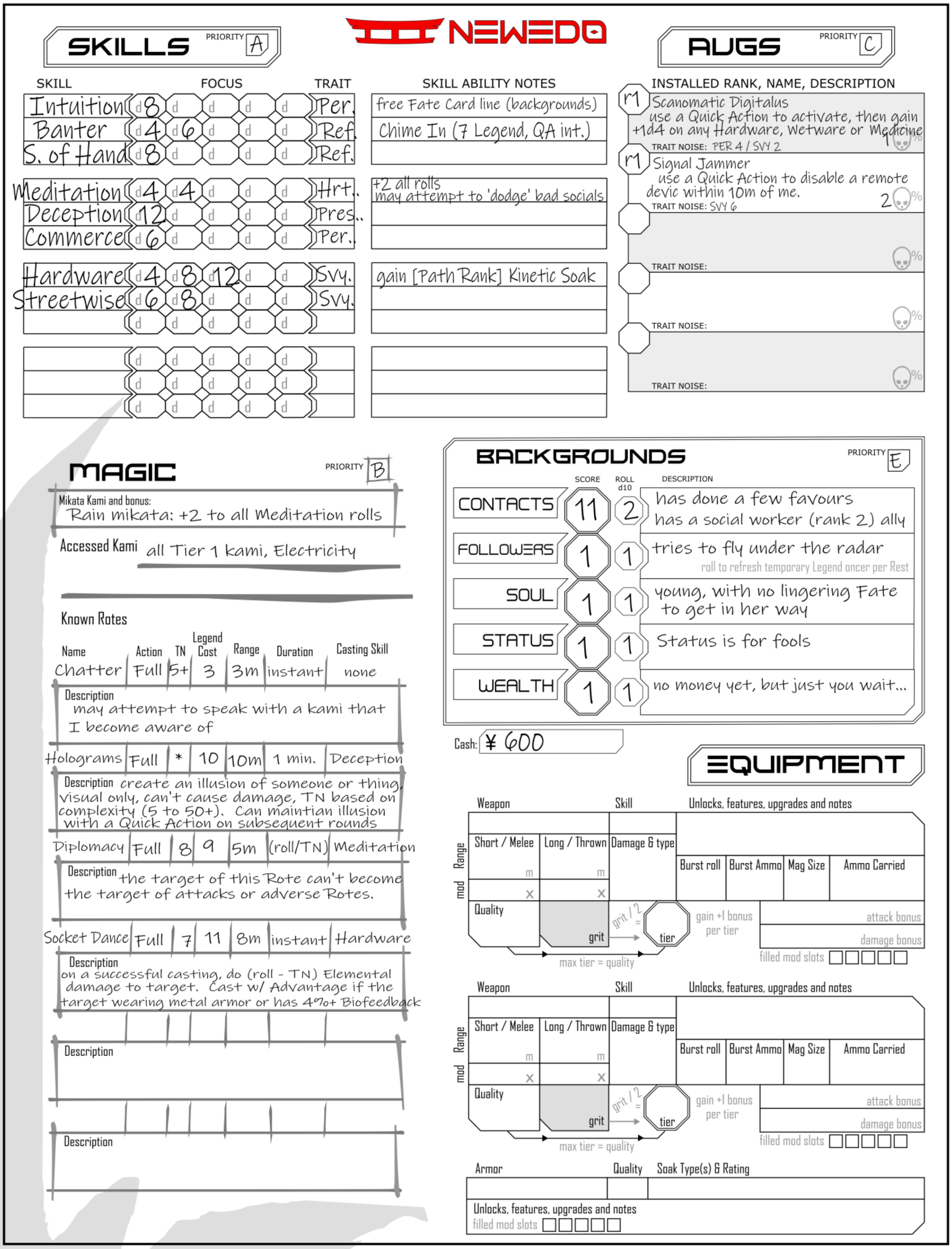


NEWEDO

SKILLS

PRIORITY A

SKILL	FOCUS					TRAIT	SKILL ABILITY NOTES
Intuition	d8	d	d	d	d	Per.	free Fate Card line (backgrounds)
Banter	d4	d6	d	d	d	Ref.	Chime In (7 Legend, QA int.)
S. of Hand	d8	d	d	d	d	Ref.	
Meditation	d4	d4	d	d	d	Hrt.	+2 all rolls may attempt to 'dodge' bad socials
Deception	d12	d	d	d	d	Pres.	
Commerce	d6	d	d	d	d	Per.	
Hardware	d4	d8	d12	d	d	Svy.	gain [Path Rank] Kinetic Soak
Streetwise	d6	d8	d	d	d	Svy.	
	d	d	d	d	d		
	d	d	d	d	d		
	d	d	d	d	d		
	d	d	d	d	d		

AUGS

PRIORITY C

INSTALLED RANK, NAME, DESCRIPTION

r1 Scanomatic Digitalus
use a Quick Action to activate, then gain +1d4 on any Hardware, Wetware or Medicine
TRAIT NOISE: PER 4 / SVY 2
1 %

r1 Signal Jammer
use a Quick Action to disable a remote devic within 10m of me.
TRAIT NOISE: SVY 6
2 %

TRAIT NOISE:
%

TRAIT NOISE:
%

TRAIT NOISE:
%

MAGIC

PRIORITY B

Mikata Kami and bonus:
Rain mikata: +2 to all Meditation rolls

Accessed Kami all Tier 1 kami, Electricity

Known Rotes

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Chatter	Full	5+	3	3m	instant	none
Description: may attempt to speak with a kami that I become aware of						
Holograms	Full	*	10	10m	1 min.	Deception
Description: create an illusion of someone or thing, visual only, can't cause damage, TN based on complexity (5 to 50+). Can maintian illusion with a Quick Action on subsequent rounds						
Diplomacy	Full	8	9	5m	(roll/TN)	Meditation
Description: the target of this Rote can't become the target of attacks or adverse Rotes.						
Socket Dance	Full	7	11	8m	instant	Hardware
Description: on a successful casting, do (roll - TN) Elemental damage to target. Cast w/ Advantage if the target wearing metal armor or has 4%+ Biofeedback						
Description						
Description						

BACKGROUNDS

PRIORITY E

	SCORE	ROLL d10	DESCRIPTION
CONTACTS	11	2	has done a few favours has a social worker (rank 2) ally
FOLLOWERS	1	1	tries to fly under the radar roll to refresh temporary Legend oncer per Rest
SOUL	1	1	young, with no lingering Fate to get in her way
STATUS	1	1	Status is for fools
WEALTH	1	1	no money yet, but just you wait...

Cash: ¥ 600

EQUIPMENT

Weapon | Skill | Unlocks, features, upgrades and notes
Range: Short / Melee m | Long / Thrown m | Damage & type
mod: x | x
Burst roll | Burst Ammo | Mag Size | Ammo Carried
Quality | grit | grit / 2 = | tier | gain +1 bonus per tier | attack bonus | damage bonus
max tier = quality
filled mod slots ☐☐☐☐☐

Weapon | Skill | Unlocks, features, upgrades and notes
Range: Short / Melee m | Long / Thrown m | Damage & type
mod: x | x
Burst roll | Burst Ammo | Mag Size | Ammo Carried
Quality | grit | grit / 2 = | tier | gain +1 bonus per tier | attack bonus | damage bonus
max tier = quality
filled mod slots ☐☐☐☐☐

Armor | Quality | Soak Type(s) & Rating
Unlocks, features, upgrades and notes
filled mod slots ☐☐☐☐☐

Priority Buy Rules & Clarifications

The table on page 58 indicates what allocation of resources you're able to use to build your character based on how you've prioritized the five categories of abilities. Remember that you only get to assign each Priority (A through E) once.

The following details will help you build your character, providing additional rules and tips on how you may use the resources indicated in the Priority Buy table. Each of these abilities has their own chapter later in the book. The abilities are presented in an order that most players find easiest to help assemble their character, but it's not like we're looking over your shoulder while you work.

Backgrounds

There are five Backgrounds in NewEdo: **Contacts**, **Followers**, **Soul**, **Status** and **Wealth**. Each provides you with both roleplaying context and unique statistical bonuses. Think of Backgrounds as your character's origin story – did they have much going on before your game adventures started? Backgrounds are an effective tool for getting things done in NewEdo without having to get your hands dirty.

Regardless of what Priority you assign to Backgrounds, this is usually the best place to start when creating your character, for two reasons. First, the big-picture context that Backgrounds define will help flesh out your character within the world of NewEdo, making it easier to give them motivation and goals and knowing where they might be able to cheat the system, using their Backgrounds instead of Skills or Magic, etc. Second, the Soul Background provides bonus points to your character's Core Traits, changing their starting stats; this is useful to know when you start to spend your Core Trait Priority points later on.

Backgrounds are measured from 1 to 100, and by default characters all start with 1 point in each Background. This means that unless you spend some points, your character will start out as a nobody. Naturally, things like Wealth and Status are important in the world of NewEdo, but you can earn these things during play, so starting from scratch isn't going to ruin your character or your fun.

Some players, though, will want to create a character with resources at their disposal. Priority points can be spent on Backgrounds on a one-for-one basis, with the only restriction being that **no Background may be higher than 61 at character creation**.

All the Backgrounds can be improved during play by character actions, various abilities, and spending experience points.

Backgrounds example: Rowan imagines Fumiyo to be a street shaman and sometimes-grifter who's not always on the right side of the law, so on day 1 of Rowan's adventures with Fumiyo, his character doesn't have (or need) a lot of notable Backgrounds. She's poor, young, and isn't from a powerful family. As such, Rowan assigns Backgrounds to Priority E at character creation, giving Fumiyo just 10 points to increase her five Backgrounds.

Noting that Backgrounds go up in **Ranks**, Rank 2 starts with 11 points, and Fumiyo doesn't need a lot of different Backgrounds anyway, Rowan throws all 10 of her points into Contacts. At Rank 2 in the Contacts Background, Fumiyo gets one low-level ally she can call on, sometimes. Rowan decides that a social worker might be a useful ally in the streets of NewEdo, someone who can help out in a pinch, but also provide information on the people in the city's underbelly.

Background points may alternately be used to **purchase a Culture option from a Lineage other than your own**. Each Lineage has physiological attributes (like their Size) and two Culture options, which are taught rather than inherited. If you'd like to say that your character grew up under the guidance of a different Lineage, **you may spend 20 Background Priority points and choose from any of the Cultures listed under any Lineage.** Your character can only have one Culture, so if you choose a Culture from another Lineage, you don't also get one of your own Lineage's Cultures.

You can't purchase the physiology traits from another Lineage – only a different Culture.

Magic

Magic is presented second for a few reasons. First, if you want to play a character with any magical potential, including a character on one of the Paths that grant Shinpi and spells (Rotes), you absolutely should not choose Priority E for Magic at character creation because that option eliminates your character's chance to ever gain Shinpi or cast Rotes. You'd effectively be nerfing yourself. Don't do it unless you have a really interesting roleplaying reason and don't care that you'll be missing out on some of your Path abilities. Second, casting Rotes uses Skills, so it's better to know what Skills you need before moving on to that part of your build. Finally, if you choose Priority D or E in Magic, you get no resources to use during this part of character creation, so you can just move on.

Characters in NewEdo create magical effects by convincing the kami to do something amazing; this ability is measured by the Shinpi Core Trait. Your Path is the primary means by which you'll gain Shinpi and magical ability, but your Priority assignment in the Magic ability has important implications about your character's Magic potential in the game.

At Priority E, your character is deaf to the kami and **may never speak to them or cast any Rotes** regardless of what your Path description says – so don't take Priority E in Magic if you're making a spellcasting character… Note that this ignorance doesn't grant you any resistance to the kami or their influence during play.

At Priority D, you have the *potential* to speak to kami and may make full use of the abilities described in any magical Path. No bonuses, but no penalties. For non-magical Paths, choosing Priority D leaves the door open for future interaction with the kami, but you don't start with any ability to see, hear, or influence them.

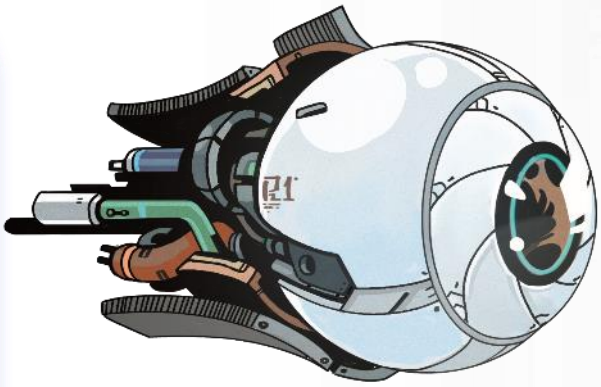
If your Magic Priority choice grants you a bonus Rote, then you're considered to have access to the kami that grants that Rote. This has two benefits: if you gain a Mikata, you can choose to use that kami as your Mikata; and you can also learn new Rotes from that kami's list with experience points later in the game.

Priorities C and B grant you *one* bonus Rote from either the **Common Rote** list or from a kami of a Tier defined by your Priority assignment. You don't need to be on one of the magical Paths to learn this Rote – it becomes a bonus, inherent ability for you, though you still need to spend the Legend and make the appropriate roll to cast it. You also gain a small amount of Shinpi, which means you can start to spend Priority points (and, later, experience points) on increasing Shinpi, improving your ability to cast Rotes.

At Priority A you gain a bonus Rote (Tier 1, 2, or 3), a good amount of bonus Shinpi, and you also gain a **Mikata** – a spirit familiar. If your Path already grants you a Mikata, you must choose one Mikata and then double the bonus of that kami; you can't have two (or more) Mikata. Mikata grant permanent statistical bonuses and should be used for roleplaying purposes as well as optimization. See page 152 for more details on the systems for kami, Rotes and Mikata.

Magic example: as a streetwise gutter shaman, Fumiyo needs to be able to communicate with the kami and cast a few Rotes. Rowan assigns Priority B to Magic, giving Fumiyo +7 to her Shinpi Core Trait and granting her a bonus Rote from the lists of any Tier 1 or Tier 2 kami.

Tier 2 Rotes are harder to cast, but Rowan figures he'd be crazy not to take advantage of their extra power. He flips through the lists of Rotes in the Magic chapter and settles on the Tier 2 kami of **Electricity** and its Socket Dance Rote. Socket Dance will give Fumiyo a form of self-defence that doesn't rely on muscle. She is also now considered to have access to the Electricity kami, meaning she can use experience points to purchase additional Rotes from that kami's list in the future.



Augs

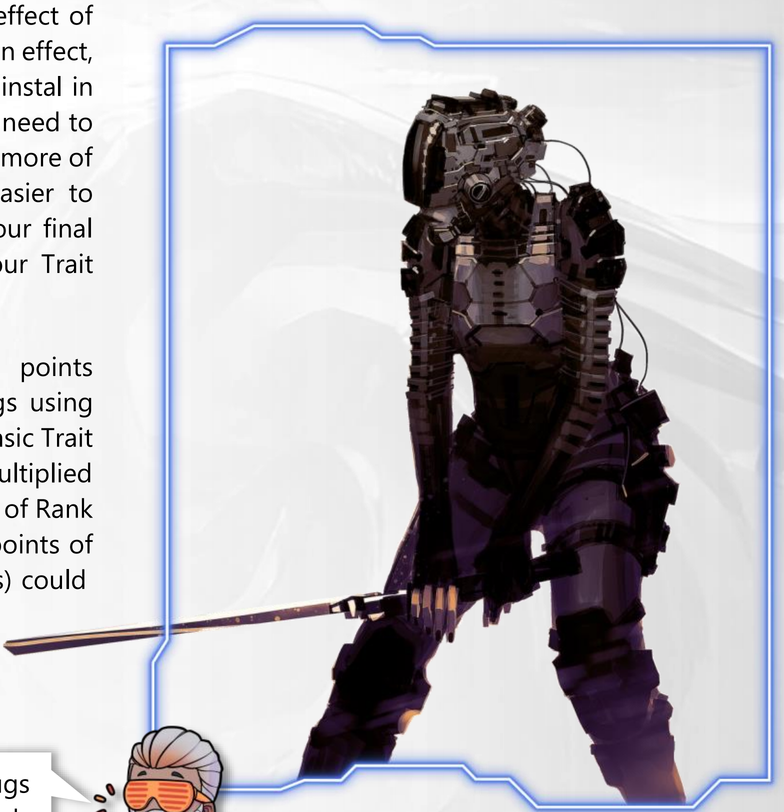
Some of you skipped right to this section, didn't you? **Augmentations**, or Augs, are cybernetic implants that are equal parts fashion statement and biomechanical upgrade. Augs are implanted in your character's body via a surgical operation that's far from painless. A lengthy and contentious philosophical debate rages in the Empire about the effect of Augs on a person's soul and ability to empathize with other sentient beings. Statistically, Augs don't have any dehumanizing psychological implications, but they do introduce the chance for painful side effects.

Augmentations are measured by their **Trait Noise**; the drain created on your body by each installation. Augs also have Ranks, which multiply the effect of Trait Noise while granting greater bonuses. In effect, Trait Noise limits how many Augs you can instal in your body based on your Core Traits – you need to be stronger or smarter to replace more and more of your biology with technology – so it's easier to choose your Augs before you settle on your final Core Traits, as you may need to tailor your Trait decisions to accommodate your Augs.

During character creation, you use the points granted by your Augs Priority to buy Augs using their Trait Noise as a cost. Each Aug has a basic Trait Noise rating between 6 and 10, which is multiplied by the Rank it will be installed at (maximum of Rank 3 at character creation). For reference, 54 points of Trait Noise (granted with Priority A in Augs) could get you two powerful Augs or nine minor ones.

If you select Priority E for Augs, your character has some neurological or philosophical problem with cybernetics and **may never have any Augs installed**. At Priority D, you get no Augs at character creation, but you may still purchase some later. With Priority C and B, you're granted increasing points with which to purchase Augs, so get shopping!

If you choose Priority A for Augs, you may choose to take the **Hisanaka** Lineage if you want (it's not automatic or mandatory). The Hisanaka are half-mortal, half-machines that used to be another Lineage, but have morphed themselves into technological marvels over time. Hisanaka are the only Lineage that has a Priority cost, requiring you to choose Priority A in Augs. If you do opt to become a Hisanaka, you still choose one of the other biological Lineages to form the basic structure of your physiology and take one of that's Lineage's **Culture** options. You then *also* get all the bonuses of being a Hisanaka. See page 142 for details on these cybernetic creatures.



A **table** on page 71 summarizes all the Augs and their Trait Noise cost at each installed Rank.

You may have some leftover Priority points after you purchase your Augs, based on the way Trait Noise costs are applied. If so, you may spend 4 leftover Trait Noise points to grant your character a permanent +1d4 to any Skill. This isn't an extra Skill Rank; rather, it's an external bonus to those Skill rolls. Make a note of it on your character sheet in the box beside your Skills.

For lore and roleplaying purposes, you should make up some minor cybernetic implant that your character has to explain this bonus. Feel free to get creative – even though the bonus is relatively minor, your character may be sporting some fancy chrome or subtle but futuristic inlays.

If you have less than 4 points of leftover Trait Noise, you may put those points into your Wealth Background on a one-for-one basis as a refund for currency not spent on Augs.

Augs example: Fumiyo may be a Shugonshi, but there's nothing preventing a magic-user from also embracing Augmentations. Since she's not a combat character, Rowan decides to give her some of NewEdo's special-purpose Augs.

First he chooses the **Scanomatic Digitalus,** a multi-purpose Aug that lets Fumiyo detect flaws in mechanical and biological subjects. The Scanomatic has a basic Trait Noise rating of Perception 4 / Savvy 2. Installed at Rank 1, this Aug has a Trait Noise cost of (4 + 2) = 6. He marks the Trait Noise demand on Fumiyo's character sheet and moves on.

With his remaining 6 Aug Priority points, Rowan decides to give Fumiyo a Rank 1 **Signal Jammer**, which has a Trait Noise rating of Savvy 6. This uses up her last points and shouldn't create any problems down the road when Rowan needs to ensure that Fumiyo's Trait Noise ratings don't exceed her Core Traits.

Most Augs have a **Biofeedback** rating, and these two are no exception. The Scanomatic has a 1% rating, and the Signal Jammer has 2%, so Fumiyo will need to add (2 + 1) = 3% Biofeedback chance to her Fate Card.

From this example you can see how Trait Noise is a relatively innocuous limit at lower Aug Ranks, but as you start to accumulate more Augs at higher Ranks, your character will need to have sufficient Core Traits to 'cover' that cost. A Rank 3 Signal Jammer would create a Trait Noise cost of (6 x 3) = 18 Savvy, meaning that any character attempting to instal that Aug would need a Savvy score of at least 18 (or more if they have other Augs installed with a Savvy Trait Noise rating, since these costs are cumulative).

KIKUCHI MEDIA INC.

The strange case of the ronin only known as Yagyu continues to evolve. Since appearing in The Crossing three months ago, this mechanical mystery has been associated with no less than six violent incidents. It remains unclear whether Yagyu retains any of his Oni sentience or if his personality has been subsumed into the machine mind of his new body. No corporation or laboratory has come forth to claim responsibility for Yagyu's construction. NEOSAMA has so far been unable to subdue the ronin.

CYM ¥441 (-4.4%) KIN ¥877 (-1.9%) KKI ¥820 (5.1%) OKT ¥121 (-8.1%

Skills

Skills come in **Ranks**, from zero (inexperienced) to five (master). If you have zero Ranks in a Skill, you roll no extra dice during a contest that uses that Skill. Once you have at least one Rank in a Skill you start to add dice to your dice pool. Each Rank in a Skill also has a Focus, which is the size of the die that you assign to that Skill; Skill Focus can be any of d4, d6, d8 or d12. A Skill may have any combination of dice assigned to it, so with three Ranks you may have a d4, d4, and d12 or d4, d6, and d8, etc.. Skill Ranks and Focus are cribbed in this book like this: "Stealth 4/6/8" or "Security 4/4/12," indicating both the number of Ranks and what Focus dice a character has.

You roll your Skills when you're attempting to accomplish something in NewEdo, as part of a **contest** dice pool. When combined with the dice you get from your Core Traits, you'll end up with a handful of dice to roll for each attempted action. You compare the total to a Target Number (TN) that represents the difficulty of the task you're attempting. If you meet or exceed the TN, you succeed. So, more Skill Ranks and higher Focus equals bigger dice pool equals higher chance to succeed. More equals better. Much winning.

The dice indicated in your Priority under Skills can be assigned to any Skill or Skills you choose – there are no Path-based Skill restrictions in NewEdo. **The only limiting factor here is that you can assign a maximum of 3 dice to any Skill at character creation**. During character creation it's wisest to assign your lower Skill dice to lower Skill Ranks – Stealth 4/6/8 instead of Stealth 8/6/4, for example – because the cost to upgrade Skills later gets higher with every Rank.

The maximum of Rank 3 in any Skill at character creation includes any free Skill dice you get from your Path or your Lineage. Nothing can take a Skill above Rank 3 before you begin the game.

Skill example: with no money and no family, Fumiyo is going to need a way to survive on the streets. Rowan has decided that Fumiyo should be good at a lot of Skills, a resourceful character who can find unique solutions to problems. He assigns Priority A to Fumiyo's Skills.

Priority A grants Fumiyo a lot of dice to distribute between her Skills; 2d12, 3d8, 3d6, and 4d4. As a Shugonshi, Fumiyo has already received a free d8 in Intuition, which will be handy for reading people's intentions. Keeping in mind that it's more efficient to assign lower Focus dice to lower Ranks at character creation, he distributes Fumiyo's Skill dice like this:

Banter: d4/d6

Commerce: d6

Deception: d12 – used for her Holograms Rote

Hardware: d4/d8/d12 – used for her Socket Dance Rote

Intuition: d8 (free, from her Path)

Meditation: d4/d4 – used for her Diplomacy Rote

Sleight of Hand: d8

Streetwise: d6/d8

This combination of Skills will make Fumiyo an adept social character, able to think and speak quickly, connect the dots, and make critical decisions. Her Meditation Skill gives her emotional strength and will let her avoid manipulation. Sleight of Hand is always useful when you need something and you're short on cash. Finally, Rowan has decided that Fumiyo should be an artist with machines – she can use her Hardware Skill to make beautiful aesthetic and functional upgrades to equipment, which will be her primary source of income.

Core Traits

Core Traits measure the natural potential of your character – raw talent rather than specialized knowledge. They represent what your character can do naturally, without being taught. A character with high **Core Traits** may be a jack of all trades or an inexperienced prodigy. These attributes will allow your character to attempt to solve a wide range of problems – whether physical, social, or intellectual – by powering through them, rather than refining a specialized answer.

Core Traits also determine your character's **Derived Traits,** which are statistics mostly used in conflict situations. Derived Traits are covered in the next section.

Core Traits are measured in integers, and all characters start with 10 points in each Core Trait except Shinpi, which starts at zero. The average person on the street typically has between 8 and 15 in each Core Trait except Shinpi. Starting characters will usually want at least 20 points in any Core Trait that's important for how that character gets stuff done – shooting guns, sweet talking, fixing things, etc. Every Priority choice will allow you to get at least one Core Trait to 20, though you can spread out your Priority points in whatever tactical or roleplaying way you feel best suits your character concept.

Regardless of your Priority choice, you may assign a maximum of 15 Priority points to any one Core Trait at character creation. Note that bonus Core Trait points granted by any other factor (Lineage, Backgrounds, etc.) aren't counted towards the 15 maximum Priority points you can use.

You may only assign Priority points to Shinpi if you've already been granted some amount of Shinpi by your Lineage, your Path, or your choice in the Magic priority. You need a spark of the mystical before you can begin to learn to speak with the spirits.

Core Traits example: Fumiyo isn't a brawler and she's just starting to develop her eye for detail, but she has street smarts and will need a good connection to the kami. Rowan decides that Fumiyo can get away with a Priority D in Core Traits, giving him 14 points to assign at character creation.

Fumiyo's most important Core Traits will be **Savvy** and **Shinpi**. Her Savvy starts at 13 (including the +3 bonus from her Karasu Culture), and Rowan uses 8 points to increase that to 21. Her Shinpi starts at zero, but she gets +7 from her Path (Shugonshi) and +7 from her Magic priority, so Rowan needs to spend 6 more points to get her to 20. Having two Ranks (20 or higher) in the Core Trait that you plan on using most will make your character's life easier.

Having spent 8 + 6 = 14 points, Rowan is out of resources to increase Fumiyo's Core Traits. Despite her low Priority in this ability, Fumiyo will be a capable and cunning shaman. She may just be a little squishy if blades get drawn…

FILLING IN THE DETAILS

Congratulations, you've made it through your first Priority Buy character creation process! At this point most of the decision making is done, and you've just gotta fill in the remaining details on your character sheet. The following paragraphs will walk you through those steps, starting at the top of the character sheet and working down.

Legend

Your character starts with a **Permanent Legend** score equal to their highest Core Trait. Temporary Legend equals Permanent Legend until you start spending it to accomplish cool stuff.

Health Pool & Wounds

Your character's **Health Pool** (HP) is a Derived Trait but is discussed alongside Wounds because they're related concepts. Max HP is equal to your HP Mod times your Heart Trait. Everyone's HP Mod starts at 1.5x, but the Oni Lineage and few other abilities throughout the game can increase that value.

Each of the Wound tiers is calculated as a percentage of your character's Max HP, and change as your Max HP (not your Temporary HP) changes. The Wound tiers are as follows:

Grazed at 76 – 90% HP

Flesh Wound at 26 – 75% HP

Banged Up at 11 – 25% HP

Hurt Bad at 1 – 10% HP

Burning Legend at 0 or less HP

All numbers are rounded up in NewEdo, so don't record any decimals.

Soak

Soak is granted by **armour** and some Skills and Augs, so keep an eye out. **Soak** is a great attribute to help keep you alive if you're worried about getting in the line of fire. Fumiyo gains a bit of Soak from her Hardware Skill but will be trying to avoid firefights whenever possible.

Derived Traits

Resolve, Move, Initiative, and Defence are all derived (see what we did there?) from your Core Traits. Head to page 206 for more details, but here are the basic calculations of your **Derived Traits**:

Resolve = (Heart + Presence) x 0.4

Move = (Heart + Reflex) / Size

Initiative = Reflex + Savvy

Defence = (Power + Reflex) x 0.4

Many Paths, Skills, Augs, and even equipment grant bonuses to your Derived Traits, so there's room to keep track of your base and final values on the character sheet.

While we're on the subject of Derived Traits, it's worthwhile to remind new players that your character's Resolve and Defence will act as the Target Number for enemies who are trying to manipulate them or hit them in melee combat. By this point you'll have noticed that there can be some sizeable dice pools in NewEdo so, when you get to this stage, take a step back and make sure you're comfortable with your character's ability to defend themselves (emotionally and physically). Like in most games, certain types of builds will leave your character a little squishy – like Fumiyo – because you've chosen to focus their abilities elsewhere. Fumiyo isn't intended to be a front-line combat character, so her Defence is a concern but one that Rowan hopes he can work around. A well-rounded group is always helpful, and many stories in NewEdo will involve challenges that have nothing to do with getting hit by a stick, so it's up to you to decide whether you need to hedge your bets or stay true to your character concept.

The Fate Card

As you sifted through your choices during character creation, you should have come across numerous opportunities to add lines to your **Fate Card** (FC). Not every character will start with many lines on their FC, but every character has at least one important one granted by their Path. Fate Card lines are a record of both how your character is built and the choices that they make in-game, meaning that, after a few sessions, your Fate Card will be unlike any other Fate Card ever played.

Rowan's choices during Fumiyo's creation gave her a lot of new Fate lines, which is fun. If your build doesn't end up quite as stacked, don't worry – you and your storyteller will find ample opportunity to fill up your FC as your story progresses.

That "Other Stuff" Box

Right below your Derived Traits on the **character sheet** is a place to put notes on anything that you want front and centre. This is a good spot for any Lineage bonuses that don't fit elsewhere, or special Path abilities, or Skills that you use regularly, etc. If you don't use it for abilities, then use it for campaign notes and plot points. Whatever, man – just use it. Roman uses this space to remind him about Fumiyo's *Flying Lunge* Lineage ability, and the handy bonus ability *Chime In* granted by her two Ranks in the **Banter** Skill.

The Action Economy Box

This unobtrusive little box on your character sheet may very well become your best friend. This is where you should record all the coolest uses for the three types of **Actions** that you get each Round (Move, Quick, and Full). As you build your character, make quick notes here when you find a handy new ability or power. It's limited to three lines each to nudge you to prioritize your action economy, rather than to replace all the information you'll record on the rest of your character sheet. At the start of the game, most characters will have zero attacks in their Move and Quick Actions and only one attack in their Full Action… but there are a few exceptions…

Combat

The Combat section of your character sheet should be filled with the necessary details on all your favourite attacks, whether by **weapons**, Rotes, Augs, or your bare fists. There's room here for ranges and Range Modifiers, damage, whether or not your weapon has the Burst feature, and even your inventory of extra magazines. Not every attack will use every cell. Feel free to include your social Skills here as well if you've got a particularly sharp tongue.

After going through the process of filling in your character's details, how has their motivation evolved? Giving them Skills and abilities, kitting them out with Augs and equipment, seeing their Fate Card fill up… all of this should have helped refine your original idea for their Legend. A Legend can be as bold or humble as suits you and your character. Legends don't have to be self-important or -aggrandizing; they only have to drive your character to take risks, for themselves or for others. No one does awesome shit for no reason – why does your character go out and do awesome shit?

Through the creation process, Fumiyo evolved from a vague street shaman into a willful and capable Shugonshi. Although she's poor and unknown, she's an expert with equipment and has an artistic flair that's aided by her strong connection to the spirit world. Fumiyo's Legend, her motivation, is to claw her way out of the gutters of NewEdo, brush off the petty thugs who shake her down for cash, and make a name for herself as a bridge between the spiritual and the modern, as much artist as engineer. One day she'll have an office, machine shop, and studio at the top of a tower in The Crossing, where she'll train a new generation of disenfranchised outcasts to make machines that border on the sublime.

Character Creation Quick Reference Charts

Backgrounds (see page 144)	
Contacts	It ain't what you know, it's who you know. Your Contacts reflects how well connected you are in NewEdo and, at higher Ranks, grants you allies who can get things done while you focus elsewhere.
Followers	Being famous has its perks, especially if you're trying to influence the future of NewEdo. Followers can help spread your word and may also give you a boost of Temporary Legend when you need to shine.
Soul	Are you a fresh-faced babe or a venerable force in the Empire? Soul represents your connection to the past, either directly through your lived experiences or indirectly by your link to your place on the Wheel.
Status	The kind of prestige that money just can't buy is a potent cultural force in NewEdo. Status opens doors and makes people listen; even those who may oppose you.
Wealth	Money is undeniably useful. Your Wealth indicates the general comfort of your lifestyle and measures the luxury and potential utility of your homes or businesses.

Magic (see page 152)	
Tier 0 Kami	Alcohol, Books, Charcoal, Clocks, Dreams, Locks, Pain, Paths, Rain, Rope, Silence, Sleep, Solitude, Sparks, Sunlight, Tea Ceremony, The Wheel
Tier 1 Kami	Fear, Insects, Language, Light, Numbers, Peace, Plants, Weather
Tier 2 Kami	Ki, Earth, Electricity, Metal, Water
Tier 3 Kami	Air, Death, Divination, Fire, Knowledge, Machine Language
Tier 4 Kami	Life, Mind, Space
Tier 5 Kami	Energy, Matter, Time

Skills (see page 190)					
Heart	**Power**	**Reflex**	**Presence**	**Perception**	**Savvy**
Crafting	Athletics	Banter	Deception	Archery	Arcana
Meditation	Heavy Melee	Dodge	Eloquence	Commerce	Computers
Rally	Light Melee	Drive	Intimidation	Gunnery	Gambling
Survival	Thrown	Sleight of Hand	Performance	Intuition	Hardware
	Unarmed	Stealth	Seduction	Investigation	Medicine
				Small Arms	Security
					Streetwise
					Study
					Surveillance
					Tactics
					Toxicology
					Wetware

Augmentations (see page 176)

	Trait Noise per Trait						Trait Noise per Installed Rank					
	HRT	PWR	REF	PRS	PER	SVY	Bio.	R1	R2	R3	R4	R5
Advanced Intermodal Movement			4		4		1%	8	16	24	32	40
Arm Implants	6	4					1%	10	20	30	40	50
Armour Plating	4		2				1%	6	12	18	24	30
Audio Enhancers					4	4	1%	8	16	24	32	40
Biopharma Delux	6					4	1%	10	20	30	40	50
Combat CPU		2				6	2%	8	16	24	32	40
Drone Bay		4				4	1%	8	16	24	32	40
Emotional Intent Inverter				6	2		1%	8	16	24	32	40
Hackerpal 2000		2				6	1%	8	16	24	32	40
Laser Cannon		6			4		1%	10	20	30	40	50
Leg Implants	2	4					1%	6	12	18	24	30
Lung Upgrade	6						1%	6	12	18	24	30
Melee Install	2	6					1%	8	16	24	32	40
Mimicry Overlay				4		2	1%	6	12	18	24	30
Ocular Implants			4		4		1%	8	16	24	32	40
Pheromone Modulator				6		4	1%	10	20	30	40	50
Refraction Field			4		4		1%	8	16	24	32	40
Robotic Hands			4		2		1%	6	12	18	24	30
Scanomatic Digitalus					4	2	1%	6	12	18	24	30
Signal Jammer						6	2%	6	12	18	24	30

Core Traits (see page 204)

	Description	Affects & Use
Heart	General health, fortitude, willpower, bravery	Health Pool, Resolve
Power	Physical aptitude, strength, dexterity	Defence, melee attack, melee damage
Reflex	Speed, reaction time, fine motor control	Defence, Initiative, Move
Presence	Charm, force of will, appearance, aura	Resolve, social contests
Perception	Vision, hearing, taste, smell, physical sensitivity, intuition	Projectile attacks
Savvy	Intelligence, cunning, wits, knowledge, comprehension	Initiative, knowledge checks
Shinpi	Magical potential, ability to communicate with the kami	Spellcasting

5: FACTIONS AND PATHS

The role your character plays in the adventures and intrigues of NewEdo is very loosely defined by their Path. A Path is a school of learning that will teach your character a set of abilities that complement a playstyle or specific role – some Paths are better combatants, some are better at socializing, and others offer support or utility services to the denizens of the city. The key here is that word "complement" – your character's Path doesn't define their role. All actions in NewEdo are accomplished by rolling a Trait + a Skill, and Paths neither boost Traits nor restrict Skills. You can easily build a Shugonshi mystic who's an expert with heavy firearms, or a Guild of Tears mercenary who happens to be a capable healer. Path abilities *lean into* certain roles, giving colour and context to the type of character you're playing, but they don't define or constrain how you play the game.

Most of the available Paths are part of a Faction. The easiest analogy for this is to view a Faction as a clan, corporation or military organization and its Paths as families, departments or branches of that overarching group. Of course, few Factions are specifically structured this way, but any Path listed under a Faction is inextricably linked to that Faction – the roles these Paths play in the politics of NewEdo are directly related to their Faction.

NewEdo has seven Factions that offer 17 Path options, plus a further four Unaligned Paths. Some of the roles or playstyles supported by these various Paths overlap – many are highly capable fighters, for example. Each has its own style but should also be considered as part of its Faction when you're deciding what kind of character you'd like to build. Faction allegiance makes your character a part of a machine that has ambitions beyond those of its individual members. Not every character is a zealot or true believer in the agenda of their Faction, but all are in some way beholden to the greater will.

The Factions provide a framework for the major conflicts of NewEdo. The Eiko and the Tekun Alliance, for example, are at opposite ends of the tradition-versus-technology debate. Factions are typically not at outright war (though skirmishes do occur); rather, they've set their sights on the hearts of the population, knowing full well that the will of the masses is what will drive the future shape of the Empire. In a world where **belief defines reality**, the faith of 300 million citizens is a potent force.

While the underlying narrative of this game is the tension between the past and the future, not every adventure needs to revolve around those specifics. There's an infinite number of stories in the city – tales of honour and courage, profit and plunder, achievement and glory – and characters who might fall on opposite sides of the grand political divide may find themselves working together to solve some mutual dilemma or defeat a rampaging demon. It's possible for a roleplaying group to comprise characters from different Factions, even ones seemingly at odds, though that will require some compromise from the players. Don't disregard the politics or perspective of your Path and Faction while creating your character, as those influences may form a major part of the story that you play out.

> *Of course I can kill a man with my swords, that's easy. But what does one gain from such a base victory other than another visit from the local constable?*
>
> *Better, by far, to kill a man with words.*
>
> Yeo Pace, Musashika

Path Ranks

Your character's Path will grant them bonus abilities based on their Rank in that Path. Characters start at Rank 1 in their Path and increase their Rank as their Legend increases (see **table** on page 48). Legend is loosely analogous to experience (or at least the will to survive), and each Path opens the vault to its techniques only to those members who demonstrate sufficient competence and loyalty.

When you **gain enough Permanent Legend** to increase your Rank in your Path, you immediately gain the benefits of the next Rank. Every Path and Faction has their own unique internal structure, politics, and rituals and, for roleplaying purposes, there may be some ceremony or formal instruction involved in the ascension between Ranks. It's assumed that characters spend some downtime learning from and training with others on their Path, such that new abilities gained between Ranks aren't magically beamed into their skulls but, rather, that those characters have been practising or preparing for their next Rank continuously.

If for some reason your character loses enough Permanent Legend to put them back in a lower Rank, they don't lose the powers associated with the highest Rank they've achieved, or have scaled abilities (typically described using "[Path Rank]") reduced for the purpose of calculating effects. The indignity of losing Permanent Legend is punishment enough.

Path Descriptions

In the following descriptions, your character gains all of the abilities and bonuses listed under their current Rank. Abilities that scale with your character's Path Rank will be denoted like this: [Path Rank]. For example, "increase damage by [Path Rank x 2]" would mean that at Rank 1 you increase damage by [1 x 2 = 2]; at Rank 2 the increase would be [2 x 2 = 4]; and so on.

Each Path grants a free Skill Rank at a d8 **Focus** in one of your choice of the listed Skills at each Rank – **at character creation this free Rank can't take any Skill above Rank 3**. You may mix and match these bonuses every time you gain a Rank. You also gain some basic starting equipment and are told what common Backgrounds each Path favours, though the latter isn't restrictive in any way.

Abandoning Your Path

So you've scanned the Paths and think that the Rank 1 abilities from one Path would work really well with the Rank 3 abilities from a different Path, and you want to know if you can multiPath. The short answer is no.

Path abilities are proprietary, and each Path guards their unique powers jealously. Anyone seeking to leave a Path, particularly to join another Path, would generally earn the extreme ire of those they've left behind: their teachers, allies, and associates who have bled with them on their journey. Abandoning a Path will hurt some feelings and make a few enemies; abandoning a Path and joining a rival Faction will earn you a stiff bounty and a difficult, short life.

Of course, apostacy happens, especially when the pension sucks. There are no systems for abandoning your Path, and if you decide that your character would do so, you'll have to work together with the storyteller to create a premise and context that won't leave your character swimming at the bottom of NewEdo Bay for the next few decades. This isn't an official prohibition against changing Paths (not that anyone should listen to developer prohibitions…); rather, abandoning a Path, particularly to join another, should be a rare occurrence done for roleplaying purposes as part of a larger story.

印弁・ゴム印
紫の七面
SAG

THE TEKUN ALLIANCE

Paths: Envoy, Operative, Seibishi

The Tekun embody NewEdo's growing embrace of technology and the future. They're a variegated group of soldiers, spies, ambassadors, and scholars who seek to push the Empire into what they see as a better tomorrow. Adaptive and collaborative, the Tekun find it easy to attract members from younger generations, but the Land of Balance and Change holds tightly to its traditions, and change comes slowly. Alliance members can often be identified by their heavy use of cybernetic augmentation, but socially they're a diverse group of rebels with a cause.

Politics

The Tekun Alliance is one of the two major political Factions in NewEdo (the other being the **Eiko**). Its members participate in municipal and regional elections and openly form a significant proportion of the elected leadership of the city.

The Tekun's political aim is to pull the Empire out of what they judge to be a militaristic, patriarchal past. The Alliance advocates for diversity and immigration, promotes egalitarianism, and favours progressive taxation. While popular with the youngest generation, these platforms sometimes run at odds with the ingrained and institutional traditions of the Empire. The Tekun have trouble gaining political traction in the city's more established districts and, as a result, sometimes suffer from an internal lack of funding that affects their political efficacy.

Methods

The Tekun's mission often becomes the method, and vice versa. They've used technology and modern trends to create a highly effective communication machine, one that's often able to wash out the messages of their political rivals. This technological edge gives the Alliance a higher profile than its actual numbers warrant, a fact that's downplayed whenever possible.

Highly sensitive to the optics of their goals, Tekun leadership very rarely authorize violence as the means to an end. The Board (see below) and local Chairs seek to utilize the martial potential of the Alliance for the benefit of the city, fighting monsters and demons while protecting the population. Of course, no one is blind to the fact that this Faction carries an open weapon in the form of their squads of Operatives, which is possibly the most potent and motivated combat force in NewEdo, other than the NEOSAMA police unit.

Organization

The Alliance is organized and run like a cooperative, with a Board of Directors making the ultimate decisions, which are then passed down through regional Chairs who act as management. The Board is made up of three individuals, one from each Path within the Alliance. Board Directors are elected in a secret ballot general election, with every Tekun member casting a vote for each seat (rather than only voting for the representative of their own Path). This has at times led to dissatisfaction among the various Paths, as their effective voice on the Board can be influenced by those outside the Path.

The Paths themselves aren't managed separately. Instead, all Tekun members within a geographical catchment (typically at the district level) are managed together via the local Chair who may assign lower-level control to subordinate committees. Subcommittees, in turn, are given specific tasks or portfolios to oversee and may recruit as necessary for their responsibilities. As all members of the Alliance ultimately have a vote in the election of the Board, the culture of the Tekun is highly democratic, resulting in a management structure that's representative but which may suffer from the burdens of bureaucracy at times.

KIKUCHI MEDIA INC. ●●●●

The Tekun Alliance's Chairman Mugo, affectionately known as "Uncle", made headlines in Akiba today by announcing a ¥3,000,000 donation to the Akiba Shores School of Engineering and Architecture. Mugo, who has been a dominant force in Tekun politics for nearly five decades, is believed to be winding down his active role in the organization. His protégé, Red Seven, has been by his side at all public ceremonies in the past two years.

ELD AT THE VENERATED GREYLIGHTS CEMETARY IN FU OVER THE WEEKE

ENVOYS

Envoys make up the face of the Alliance. Slick and convincing, these Tekun can motivate teammates and turn the opinion of crowds. Using technology to their advantage, Envoys ensure that the right message is getting across to the masses and they're not afraid to run a counter-spin campaign when necessary. Envoys liaise with public and private media, politicians, and influencers to establish a communication net that protects Tekun interests.

Whether in the corporate boardroom, on the campaign trail, or behind a screen, Envoys have made it their mission to fight the calcifying effects of backward-looking policies and culture. They respect the concepts of honour and duty but don't place these traditions above their ideals of the future (which may vary by Envoy). Those on this Path may see themselves as visionaries, guiding the Empire into a technological utopia.

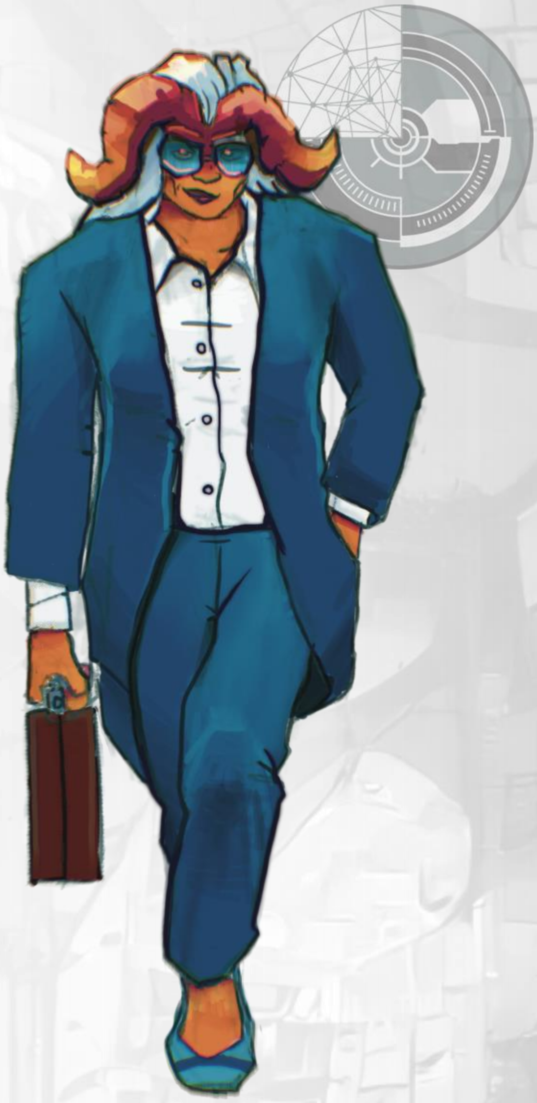
Envoys not only walk the line of the Tekun Alliance – they also usually create it. Most of the Alliance's leadership is made up of Envoys, who craft the strategies and stories that will motivate the front line into action. Not every Envoy seeks the public stage, and many of the Tekun's most established strategists are Envoys who act only through intermediaries from the centre of an elaborate web.

While some Envoys prefer to run things from a leather chair, others enjoy the thrill of being on the front lines, where they can have the most impact. Envoys excel in support roles and are able to effectively motivate teammates while typically avoiding toe-to-toe combat themselves. Regardless of the action, though, every Envoy knows to keep a sharp eye out for content that will help craft their message.

Bonus Skills: Envoys gain 1d8 in one of any **Presence Skill**, or **Banter**, at each Path Rank

Common Backgrounds: Followers, Status, Wealth

Starting Equipment: one Quality 2 weapon



Envoy Path Ranks

Rank 1

An Envoy excels in delivering their message, whether in person or from behind a screen, and they know how to leverage technology to their advantage. You add [Path Rank] to all **Eloquence** and **Computer** Skill rolls.

An Envoy's fundamental role in a squad, and ideally in society, is to motivate others towards a desirable outcome. As such, you'll become adept at speeches and encouragements of all types, suitable to every scenario. You add a 15% **Inspire** line to your Fate Card. When you roll this Fate, you and all allies within 10m regain [4 + Path Rank] Temporary Legend immediately and have Advantage on your/their *next* Skill roll, which may include attacks.

Rank 2

Encourage (6 Legend, Full Action) – you're now able to directly motivate your teammates using nothing more than stirring words or an artistic performance. Use a Full Action to rev up an ally, and roll your Eloquence, Performance or Banter (Skill only) then add your total to that ally's next Skill roll (including attacks but not damage), which occurs in the normal Turn order. This ability is similar to the **Assist** ability, except that you don't need to use the same Skill as your ally – you're able to improve any allied action using your preferred social Skill instead.

Add +5% to the **Inspire** line on your Fate Card.

Rank 3

A canny Envoy knows that there's a first-mover advantage when it comes to information. You're now able to make social Skill attempts using your Quick Action, leaving your Full Action free for more socializing or other, more tactical contests. This modifies your **Encourage** ability, which you can now use with either a Quick or a Full Action, at your preference.

Holographic Blur (12 Legend, Full Action) – not every message an Envoy delivers will be well received, at least at first. You're now able to create holographic visual interference that obfuscates your location. All attacks against you for the remainder of the conflict or scene have their Target Number increased by [your Path Rank x 3].

Add +5% to the **Inspire** line on your Fate Card.

Rank 4

Six Degrees of Separation (15 Legend, no action) – name someone in the city you'd like to gain access to and roll a d6. If you roll anything from 1 to 5, that resulting number is how many people you need to convince, or hurdles you need to surpass, to get a chance to speak with the person you've named. If you roll a 6, that person will have heard of you, not be interested in talking to you, and may be annoyed about you sniffing around their business. Good luck.

An experienced Envoy begins to notice windows of opportunity that are ideal for creating a message. You add a 5% "**Grant Ally Full Action**" line to your Fate Card. When you roll this Fate, an ally of your choice within 10m may take a free Full Action immediately after your Turn ends.

Add +5% to the **Inspire** line on your Fate Card.

Rank 5

Subjective Truths (18 Legend, Full Action) – when you've been in the game this long, you know that truth is rarely more than an ideal. You may use Subjective Truths to craft a message that becomes the de facto reality for most participants or observers during the current scene. Use a Full Action and roll Heart + your preferred social Skill to state a position that will be taken as an absolute truth by anyone who's not hostile to you. Anyone attempting to refute or counter your position must add the total of your roll to the Target Number of any contest they attempt in the process. Your position must be at least somewhat viable for Subjective Truths to be effective – you can't state that the ocean is neon pink and expect more than a few people to believe you – but you may use future actions to continue reinforcing your position (with no further expenditure of Legend), with subsequent rolls continuing to add to any opponents' Target Numbers.

Targeted use of this ability can make it harder for enemies to use inimical social Skills on your allies, as well. When used this way, you roll your preferred social Skill only (no Trait) and all allies within 10m (including you) have their **Resolve** increased by that roll total for the remainder of the scene. Subjective Truths can only be used once per scene for this purpose.

OPERATIVES

Operatives are the Alliance's frontline warriors. Proud proponents of Augmentation and body modification, Operatives are most often identifiable by their extensive cybernetic enhancements, which they wear alongside their scars as badges of honour. These soldiers embrace change and new technology enthusiastically, seeking to gain a tactical advantage in the field with the use of the latest weapons and gear. They're honourable warriors and respectful adversaries, but typically put duty above glory and believe that only an idiot brings a knife to a gunfight.

Viewed by their detractors as no more than soldiers caught up in the Tekun's politics, Operatives nonetheless play a wide variety of roles in the Alliance. In addition to providing heavy firepower when necessary, they also act as guards, escorts, saboteurs, and spies. The diverse abilities granted by their heavy use of Augs allow an Operative to complete missions that require more than just bullets.

Combat isn't an Operative's only choice, but it's usually their first choice. This Path attracts those who prefer action over deliberation, and even the most dutiful Operative will eventually tire of extensive debating. They're happiest when they have a clear objective and have been given authorization to achieve it at any cost.

Despite this militant outlook, Operatives are aware of the optics of their role in the Tekun Alliance and are cautious about causing too much collateral damage. They're firm believers in the Tekun cause and understand that violence may be the best solution to a pointed argument, but that it can also harm their ability to win over NewEdo to a new future.

Bonus Skills: Operatives gain 1d8 in one of **Athletics**, **Rally**, or **Survival** at each Path Rank

Common Backgrounds: Contacts

Starting Equipment: one Quality 1, one Quality 3 weapon

Operative Path Ranks

Rank 1

Operatives cherish their gear, treating their equipment with a near-religious reverence. This deep relationship with the tools of their trade teaches an Operative how to get the most out of everything they use. Damage you cause with weapons is increased by [Path Rank].

The kind of missions that Operatives are deployed on tend to be defensive rather than offensive, such as guarding VIPs or rescuing civilians in danger. Reflecting this, you add a 15% **Shield Flare** line to your Fate Card. When you roll **Shield Flare**, Kinetic attacks against you and allies adjacent to you have their Target Number increased by 6 until the start of your next Turn. Localized pockets of energy are emitted from you to intercept weapons and ammunition that threaten your space.

Rank 2

An Operative is taught to think before they act, to calibrate and optimize their response to any situation. You may use **Savvy** instead of **Perception** for **projectile attack rolls** if you wish.

Augmentations are key to an Operative's methods, and they learn to mitigate the negative side effects of heavy Aug use. You reduce the **Biofeedback** chance on your Fate Card by [Path Rank]%.

Add +5% to the **Shield Flare** line on your Fate Card.

Rank 3

Defenders though they may be, an Operative knows that a neutralized threat is the safest option. When you use your Full Action to attack, you may now make two attacks against the same or different targets.

Add +3% to the **Shield Flare** line on your Fate Card.

Rank 4

Deploy LOTUS-KO (18 Legend, Quick Action) – the *Laser One-Time-Use System, Kinetic Optional* (LOTUS-KO or just LOTUS) is a cutting-edge gun emplacement unique to the Tekun's Operatives. It's a two-barrel turret that an Operative must deploy in an adjacent space with a Quick Action. A LOTUS can adhere to any flat surface regardless of orientation. Deployment allows the Operative to make tactical movement around the battlefield while preserving a vector of fire from the LOTUS emplacement.

Its default firing mode enables the LOTUS to track the Operative's target as the Operative fires their primary (handheld) weapon. In this mode, the Operative may replace one of their two Full Action attacks with shots from the LOTUS at no penalty. In its alternate firing mode, the LOTUS can be fired by video feed, allowing the Operative to use it from the safety of full cover for both Full Action attacks and any available Quick Action attacks against targets who become **Exposed** to the LOTUS. In its alternate firing mode, all attacks are made at Disadvantage.

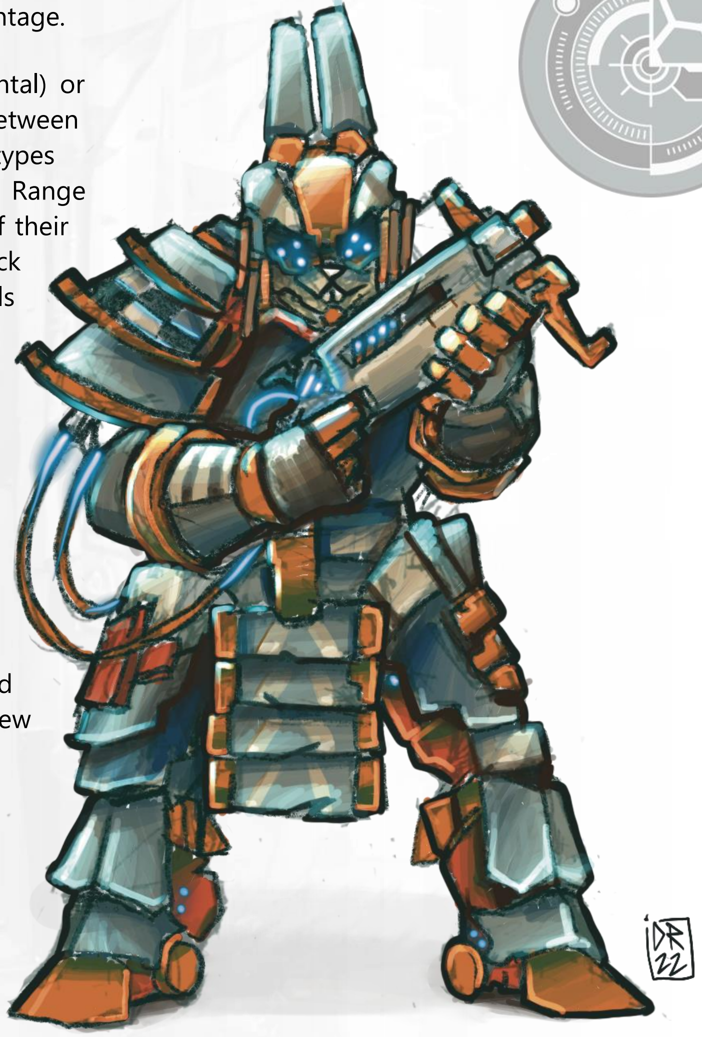
The LOTUS can fire either of laser (Elemental) or Kinetic ammunition, alternating at will between unlimited magazines. Both ammunition types have a short/long range of 5/15, have Range Modifiers of 4x/4x, and do 3d10 damage of their respective type on a successful hit. To attack with their LOTUS, an Operative rolls Perception + either Small Arms or Gunnery (your choice). The LOTUS can be targeted by enemies, has Defence 12, is Size 7, and has [Path Rank] x10 HP.

Once the Operative moves more than 10m from their LOTUS, or dies, or the LOTUS is reduced to 0 HP, or one minute passes, the LOTUS self-destructs into a pile of useless junk. An Operative may only have one LOTUS deployed at a time but doesn't need to collect their previous turret to deploy a new one.

Add +2% to the **Shield Flare** line on your Fate Card.

Rank 5

Shield Generator (20 Legend, Quick Action) – you toss a compact, high-power matrix emitter that automatically deploys an advanced energy shield at its location. The thrown range of the Shield is your (Power / 3) metres. Once deployed, the shield forms a 4m wide, 1m or 3m tall (your choice, providing half or full cover, respectively) wall that covers 180 degrees in a shallow arc oriented however you prefer. The Shield is translucent and doesn't block vision but is impenetrable by sound, physical objects, and energy weapons from either direction. It can take up to 200 points of damage (of any type) before collapsing; otherwise, it remains in place until its battery dies after one minute. The Shield is wholly immobile until destroyed, and the harsh laws of physics apply to anything that strikes it. If deployed in a constrained space, the Shield expands to fill the space but doesn't damage its environment in any way.



SEIBISHI

Seibishi would argue that they're the metal heart of the Tekun. Certainly, without these mechanics, gearheads, and weaponsmiths, the Alliance would be in rough shape. Able to deploy drones, enhance weaponry, and make things go boom, Seibishi are capable support combatants that have a cult-like following among soldiers both in and out of the Tekun Alliance.

Unconcerned with appearances, Seibishi are sometimes kept in the background of the Tekun narrative. They typically sport grease-stained clothes and box-cutter hairdos and are more at home with machinery than pleasantries. Curmudgeonly personalities are common, and among a group of Seibishi it seems to be a running contest to see who can act the most ornery, contentious, or crass.

Although they're more comfortable at a workbench than in a firefight, no good Seibishi would let the tools she's created out into the world without testing them first. As such, Seibishi often insist on pulling the trigger or mashing the pedal on their latest creations, and there's nowhere better to do so than in the streets of NewEdo. Seibishi take a phlegmatic view on bloodshed, holding to a not-so-secret hope that sentience may one day evolve past its brutish roots.

While their uncouth approach may sometimes run at odds with the stylized messaging of the Envoys, Seibishi nevertheless take their responsibilities within the Alliance seriously. They have faith in their machines and believe that technology will save the world. Although a Seibishi may not be the most vocal proponent of their politics, many are passionate supporters of a cause and are willing to risk their lives for what they see as a greater good.

Bonus Skills: Seibishi gain 1d8 in one of **Wetware**, **Hardware**, or **Security** at each Path Rank

Common Backgrounds: Contacts, Wealth

Starting Equipment: one Quality 1 weapon; one Quality 2 weapon

Seibishi Path Ranks

Rank 1

Seibishi have a symbiotic relationship with hardware, one that extends beyond the basic functions of possessor and the possessed. You may build a robot **pet** to act as your ally. See **Appendix A** for pet creation and gameplay systems.

A good Seibishi knows when someone is running on more than just adrenaline and a healthy breakfast. You add a 5% **Reprogram** line to your Fate Card. When you roll Reprogram, choose a target within 10m, which may include an individual, yourself, a vehicle, or a drone. You asses the target and immediately know what Augs they've installed and what advanced hardware they're carrying (typically defined as any technological equipment that's Quality 3 or higher). You may then choose to either boost or corrupt one piece of their equipment, including Augs. If you corrupt a piece of equipment, that item is unusable or frozen until the start of your next Turn. If you boost an item, the host/user gets a free action with that piece of equipment as soon as your Turn ends – a target may use an **Arm Implant** to attack or the **Biopharma Delux** to heal a friend, for example. Reprogram doesn't work on analogue items like basic firearms, but advanced weaponry, most modern vehicles, drones, etc. may be targeted by this ability. You may use this Fate on one of your own Augs or suitable items to grant yourself a free action if you choose.

Rank 2

Your relationship with hardware has become innate. All Seibishi add [Path Rank x 2] to all Hardware rolls. While using the Hardware and Crafting Skills, you may choose to use your **Savvy** or your **Heart** Trait, alternating at your preference.

As a Seibishi begins to see the world as a complex, messy machine, rather than a grab bag of chaos, they learn to separate some of their own anxieties from the blueprint. You may use Savvy instead of either Heart or Presence when determining your **Resolve**.

Add +10% to the **Reprogram** line on your Fate Card.

Rank 3

Holo-targeting (12 Legend, Full Action) – you deploy a small laser drone that paints a target with an identifying mark that can't be removed. For the remainder of the combat, all allied attacks (including your own) are rolled at Advantage against that target. You may only use this ability on one target at a time.

You may modify your pet using the **equipment modification rules** on page 242, applying any of the listed equipment mods to your pet (it's not restricted by mod type). Your pet's Quality is equivalent to its Rank for TN purposes when rolling to instal these mods. If you ever fail a mod installation roll or Botch an attempt, you add a new line to your Fate Card: **1% "pet Glitch";** when you roll this Fate, your pet's actions are wasted that Turn and you should get creative with what happens. Pet Glitch never increases above its 1% chance, so most Seibishi view this Fate as inevitable and sometimes comical. Mod costs tends to be at the low end of the mod price range (see **table** on page 243). Your pet may receive a number of modifications up to its Rank, and you can't use the **Rebuild** mod to increase its Rank.

Add +3% to the **Reprogram** line on your Fate Card.

Rank 4

Seibishi are secure in their skin, and don't need to stand at the front of a firefight to prove their worth. They know that there's always a smarter way to get things done. All damage caused by you, rather than done directly by you, ignores **Soak** and is increased by [Path Rank]. This includes pet attacks, traps, and explosions but excludes any damage triggered by an action that requires an attack roll by you on a single target.

Your ability with machines and equipment has given you (or your brand) a reputation in NewEdo. Add +3% "**Gain 1 point of the Contacts or Wealth Background**" to your Fate Card.

Add +2% to the **Reprogram** line on your Fate Card.

Rank 5

Unsatisfied with the restrictions of everyday machines, you've gone mad-scientist with your pet. As you improve your pet's powers with their new Rank, you can ignore the Size limit and increase your pet to up to Size 4. This can't increase your pet's HP Modifier above 2.5x, but it *can* let you ride around in or on your pet – you can effectively treat it as a vehicle or an exosuit. If you ride it, use the **vehicle** rules, except you don't need to use your Move + Full Actions to control it (it's controlled like any Rank 4 or lower pet). You gain its Soak rating (if any) but you can still be targeted directly. When riding your pet, you have free use of all your Actions unless you use a Quick Action to change its instructions. If you treat your pet like a mech or exosuit, you may no longer be targeted – all attacks and damage must be made against your pet's stats. You can only use your pet's Skills and attacks while you're inside of it, though you can give it a weapon to use if you prefer (noting that it still has its natural Rank 5 pet weapons). While inside your pet, you make Fate Card rolls as normal and may use your special abilities as long as those don't require the free use of your hands. Finally, a Rank 5 Seibishi robot pet may take the **Power Attack** Active Ability, which is usually restricted to animal pets, but can't take the **Ethereal** Passive Ability.

EIKO

Paths: Boar Clan, Earth Dragons, Clan Musashika

The Eiko are a powerful alliance of clans who seek to preserve the traditions of the Empire. They garner strength from the country's respect for its past and seek to slow her headlong rush into an uncharted future that may weaken citizens' commitment to honour and duty. Many Eiko wear traditional clothing, typically kimonos or uniforms from the previous eras, and it's not uncommon to see samurai and Imperial soldiers roaming the streets of NewEdo.

Politics

In direct counter to the ephemeral dreaming of the Tekun Alliance, members of the Eiko seek to hold to the Empire's traditions, ones that helped establish the strength and longevity of the nation. Eiko members don't fear the future and generally respect progress. Most Eiko don't view any one specific era of the Empire's past as its golden years; rather, they wish to ensure that the foundation of her past strength isn't compromised by the increasingly harried pace of change in the 21st century.

This perspective has naturally led to a more reserved political outlook, and one that's supported by a majority of the Empire's population. The actual Eiko Faction is a relatively new political force, having arisen only in the past century, but the clans (and even some of the individuals) among the Eiko have been driving their political agenda for hundreds of years. This steady influence has led to the institutionalisation of the Eiko's perspective in education, in the workplace, and in the personal lives of the Empire.

Methods

The Eiko view themselves as the natural rulers of the Empire, and point to its thousand years of stability as evidence of their right. Eiko members, particularly from the Earth Dragons and Clan Musashika, often hold political and administrative posts within the governments of NewEdo and the Empire. While the means of achieving those posts have changed over the centuries, from heritage to democracy, the Eiko will to rule has *not* diminished.

A common benefit to the longevity of their dominance is the natural wealth that accumulates between generations. Eiko aren't abashed about using this wealth to motivate their allies and the electorate and are willing to spend massive amounts on projects that may capture the hearts of the populace.

When money and words fail, though, the Eiko aren't reluctant to fight for their goals. They typically respect the rule of law and don't foster wonton violence, but almost all Eiko wear a blade and are unafraid to use it. Adept at inciting escalation, innumerable Eiko have been acquitted on self-defence in a justice system that this Faction helped build.

Organization

The sole unifying structure of the Eiko is the Council of Ezo. The Council is made up of five members: two from the Earth Dragons, two from the Musashika, and one from Boar Clan. It has no imperative over the actual actions of the Eiko's clans, but the direction of the Council is generally respected as the driving political will of the Eiko. Each Council member may nominate any number of *Gunso*, who operate as the will and voice of the Councillor in NewEdo.

> *ADVANCED TECHNOLOGY HAS WEAKENED THE SOUL OF THE EMPIRE, TURNING ITS CITIZENS INTO SELFISH, MEWLING INDIVIDUALISTS WITH NO SENSE OF DUTY. OUR COMMON GOOD RISKS BEING WASHED AWAY IN THE NOISE OF THE NEW.*
>
> General Hoto, Earth Dragon

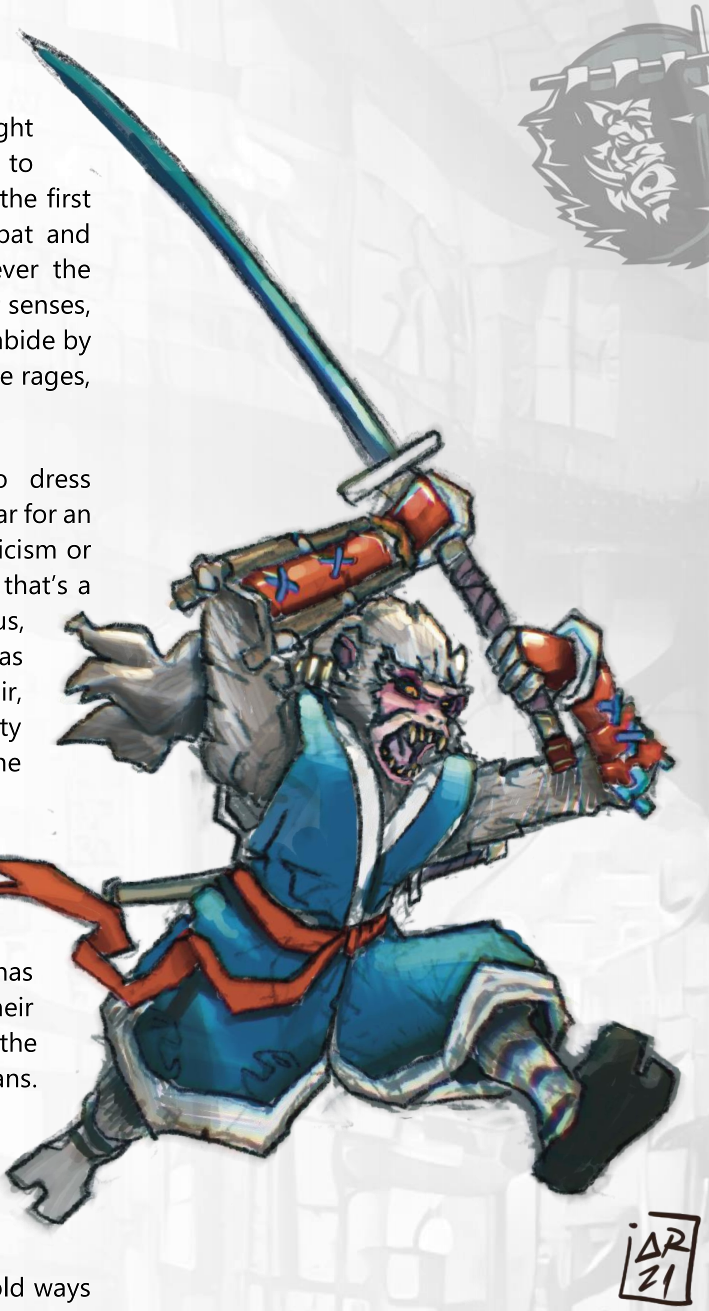
BOAR CLAN

Boar Clan are warriors with demon blood in their veins. Fearless and wild, the Boar fight with an intensity that's sometimes known to spill over into frenzy. Boar Clan are always the first into a fight, revelling in the rush of combat and enjoying the means far more than whatever the ends are supposed to be. While within their senses, Boar Clan are honourable combatants and abide by the rules of bushido… but the longer a battle rages, the more likely a Boar is to lose control.

Like Earth Dragons, Boar Clan tend to dress traditionally, but no one would mistake a Boar for an Earth Dragon; this clan has none of the stoicism or refinement of Earth Dragons and, to them, that's a matter of pride. Boar Clan are loud, boisterous, and dishevelled, and love bragging almost as much as they love fighting. Unkempt hair, food- and blood-stained clothes, empty pockets, and a last bottle of sake are all the calling cards of this wild clan.

Despite this untamed fervour, Boar Clan is also known for producing some of the greatest artists, craftsmen and swordsmiths the Empire has ever seen. The Boar attribute this skill to their unrestrained passion, which is at odds with the deliberate stoicism of the Eiko's other clans. They pour their soul into their handiwork and are widely respected for their crafts throughout the Empire.

The Boar tend to be the least political among the Eiko clans. They adhere to the old ways from a combination of duty and personal preference, rather than any particular refutation of the modern world. Boar Clan members don't hold a grudge and can often be seen drinking with former adversaries once the fallen have been honoured and swords have been sheathed.



KIKUCHI MEDIA INC. ●●●●

Are the Boar Clan unhappy with their role in the Eiko? Do the Boar want to be the masters of their own fates? Click here to find out!

UNDAY. TYPHOON RILEY CONTINUES TO WREAK HAVOC ON THE SOUTH

Bonus Skills: you gain 1d8 in one of either of **Crafting**, **Rally**, or **Gambling** at each Path Rank

Common Backgrounds: Soul

Starting Equipment: one Quality 1 weapon; one Quality 3 weapon

Boar Clan Path Ranks

Rank 1

Genial Reputation – it's nearly impossible to not recognize

someone from the Boar Clan, and because of this clan's reputation as artists and generally affable individuals, the Boar are well treated in NewEdo. You add [Path Rank] to any attempts to barter or negotiate and have Advantage on all Wealth **Background rolls** to see if you can afford something.

There's another, darker reason why most citizens of the Empire treat Boar Clan members with such goodwill: their fiery tempers. When a Boar is roused to anger, they're infamous for their brutally violent reactions. You add a 10% **Dismember** line to your Fate Card. When you roll Dismember, your next successful attack this Turn does double damage (rolled twice). If your target is of lower Path Rank or has no Rank, you may remove one of their limbs as part of your attack, or their head if the damage would kill them. If the target survives, they're afflicted with the **Bleeding** status for [your Path Rank] Kinetic damage per turn.

Rank 2

You have a powerful soul and can pour some of that essence into items you make and any artistic passions you have. You add [Path Rank x2] to all Crafting rolls and [Path Rank] to all **Performance** rolls.

You're immune to the **Afraid** condition.

Add +2% to the **Dismember** line on your Fate Card.

Rank 3

As a Boar advances in their Path, they begin to find inner peace despite the fervour of their outward demeanour. Combat, more than any other pursuit, compels a Boar's soul towards balance on the Wheel. When you use your Full Action to attack, you may now make two attacks against the same or different targets.

Add +2% to the **Dismember** line on your Fate Card.

Rank 4

Conflict and strife are constant companions on your journey. A Boar treats suffering and depredation no different than gluttony and excess; both have their place and neither is without merit. At this Rank, you've become inured to the effects of pain. You're immune to tortures that use pain as a motivator. You also ignore the **Skill Penalties** associated with your Wounds.

Add +4% to the **Dismember** line on your Fate Card.

Rank 5

Any Boar who survives to Rank 5 is bound to be a grizzled, scarred individual, but one who's begun to approach enlightenment on their journey. Their outward appearance may be as wild as an animal or as peaceful as a saint, but their soul will be comfortable with its place and progress on the Wheel. You may add +5% chance to any one of your existing Fate Lines except Critical and Dismember.

Champion (18 Legend, no action required) – you may use this ability only after reducing an enemy to 0 HP. As a free action, roll your Heart or Power + Intimidation and let out a victory cry. All enemies within 10m of you with Resolve less than your roll become **Afraid** (see page 231) of you for the remainder of the combat. Anyone who's Afraid may attempt to get over their fear using a Full Action on their Turn to roll Heart + **Meditation**; if their roll meets or exceeds your Champion roll, they're no longer Afraid.

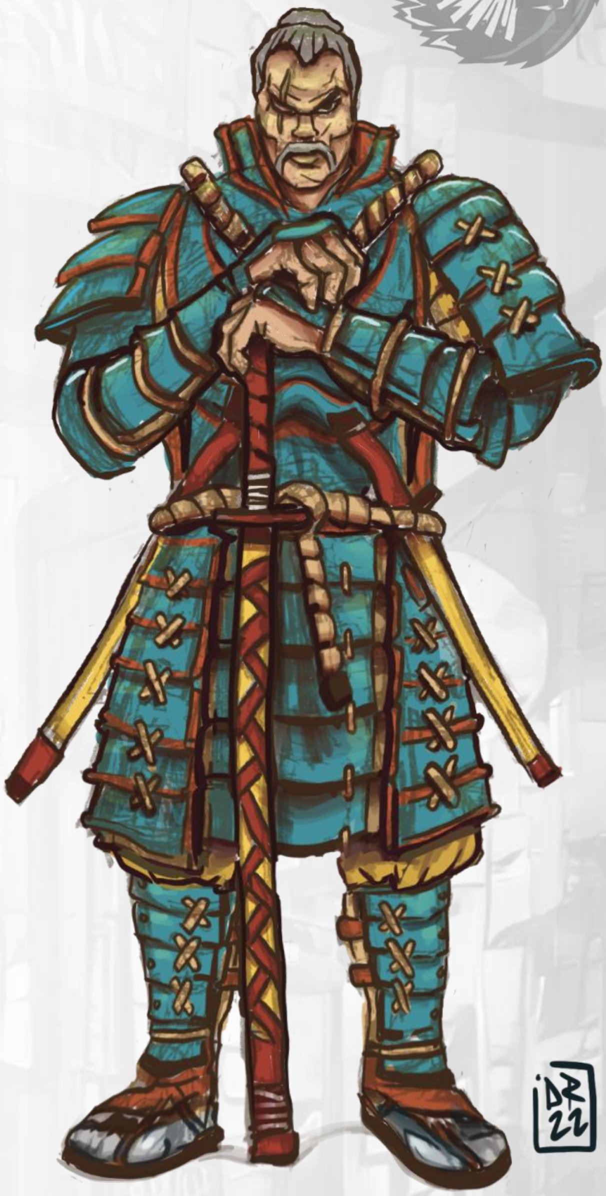
EARTH DRAGONS

Earth Dragons view themselves as the leaders of the Eiko. Descended from shoguns and feudal lords, these soldiers have witnessed the march of history and see the moral decay of the modern world as a sickness to resist and, if possible, reverse. Duty, honour, and respect are the key tenets of an Earth Dragon's code, and they expect as much from those around them as they do from themselves.

The Earth Dragons are most often from a military background and can be recognized in their traditional dress as samurai, naval officers, or Imperial soldiers. Many Earth Dragons continue to wear the military uniform of their past even amid the flash and bustle of modern NewEdo, though some have adapted to business life and are well suited to the strict hierarchies of the Empire's corporate world. Order and propriety are important concepts among Earth Dragons, and clan members are trained to keep a stoic mien.

Famous for their strategic plans and ability to coordinate teams (and squads), Earth Dragons aren't afraid to engage in front-line actions, whether military or political. They treat their enemies with honour in combat and in politics and view modern warfare – whether waged with guns or in the media – as petty. Earth Dragons aren't fools, being fully aware that a savage with a gun is a dangerous savage, and so they've become adept commanders, often capable of cowing opponents with only a few strong words.

Politics are important to the Earth Dragons as a means by which to preserve the traditions of the Empire. They're active participants in the Court of the Moon, seeking to maintain their influence over an Empress who has begun to be swayed by the base desires of the lowborn masses. Earth Dragons are warriors at heart and must balance their militant outlook with restrictive modern attitudes that generally reject violence as a solution, but they will not allow their honour to be compromised in the process.



Bonus Skills: Earth Dragons gain 1d8 in one of **Eloquence**, **Intimidation**, or **Tactics** at each Path Rank

Common Backgrounds: Soul, Status, Wealth

Starting Equipment: one Quality 2 weapon; one Quality 3 weapon; one set of Quality 3 ashigaru armour

Earth Dragon Path Ranks

Rank 1

An Earth Dragon's conviction is strong enough to sustain their life beyond a mortal lifespan. Once an Earth Dragon reaches adulthood, they nearly cease aging, gaining only a few years for every decade that other mortals live. To reflect these extra years, Earth Dragons get 20 free Background points to spend at character creation, regardless of the **Priority** that they assign to Backgrounds, and have no maximum limit on Background scores at character creation.

In war and in politics, an Earth Dragon seeks to view every situation from an elevated vantage. You add a +15% **Strategic Opportunity** line to your Fate Card. When you roll Strategic Opportunity, you and your allies within 10m gain a +3 bonus to your/their attack and damage rolls for this scene (stacking). While primarily used in combat, this bonus may also apply to social Skill rolls where you're seeking an identifiable, specific outcome.

Rank 2

Every Earth Dragon strives to be capable with their sword while recognizing that any problem may have multiple paths to resolution. You add [Path Rank] to all **Tactics** and **Intimidation** rolls.

Commanders at heart, the Dragon are able to maximize advantages and coordinate their squads. You add a 5% **Grant Ally Full Action** line to your Fate Card. When you roll this Fate, an ally of your choice within 10m may take a free Full Action immediately after your Turn ends.

Add +5% to the **Strategic Opportunity** line on your Fate Card.

Rank 3

Declaration of Intent (no Legend cost, Quick Action) – deceit and subterfuge are anathema to the Earth Dragons, who value honour, duty, and glory as their personal tenets. You may make a Declaration of Intent, stating aloud an action that you'll perform that exemplifies one of those tenets. Choose a number between 1 and 10 and add that value to the Target Number of your declared action.

If you then succeed in your attempt, you regain Temporary Legend equal to the number you chose. Your action must have a respectable chance of failure for this ability to function; otherwise, your declaration is hollow. You can't spend Temporary Legend while making a Declaration of Intent roll.

It's beneath an Earth Dragon's dignity to bleed or, even worse, to succumb to their emotions. You and any allies within 5m have your **Defence** and **Resolve** increased by [your Path Rank].

Add +5% to the **Strategic Opportunity** line on your Fate Card.

Rank 4

Leadership is ineffective when a commander doesn't understand and respect the tools of their warriors. Earth Dragon training doesn't neglect the ways of the blade. When you use your Full Action to attack, you may now make two attacks against the same or different targets.

Add +5% to the **Strategic Opportunity** line on your Fate Card.

Rank 5

Command (18 Legend, Full Action) – the strength of your will has become powerful enough to compel others to obey you. You point your finger at one target and issue a Command in three words or less. Roll your **Power** or **Presence** + Eloquence or Intimidation (your choice) versus the target's Resolve as a Target Number, and on a success the target must obey your command for one Round. On subsequent Rounds you may continue to use your Full Action to maintain this Command, repeating the roll each time but at no further Legend cost. The Command can't force the target to directly hurt themself but can make the target do incredibly dangerous things or betray their allies.

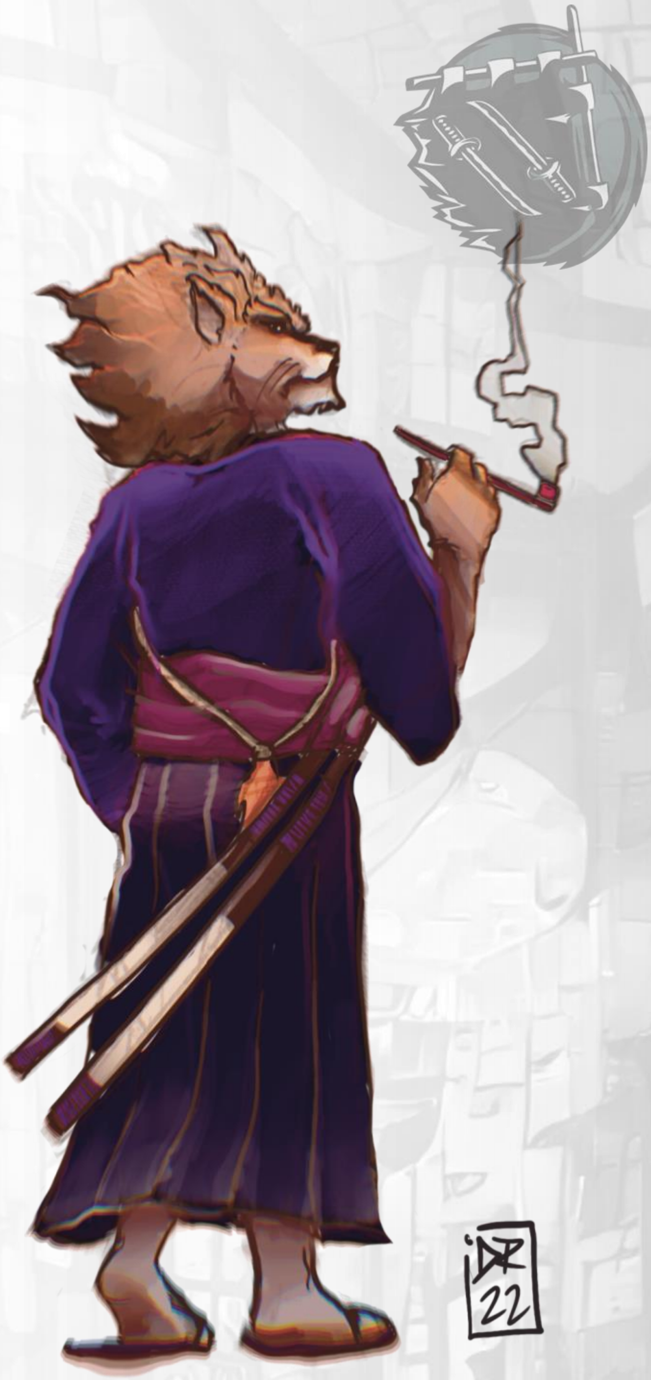
CLAN MUSASHIKA

The Earth Dragons may like to give orders, but the members of Clan Musashika view it as their duty to hold the Eiko together. Musashika tend to be refined officers, charming duellists, or distinguished politicians, and view the other clans' dependence on violence as a major reason for the slow decay of the influence of the Eiko in the modern world. The Musashika are better known for their ability to win a debate than a war, and these clan members don't have the same taste for bloodshed as the Boar. They spearhead the Eiko's political efforts in NewEdo and often use the podium or microphone to further their agenda.

This Path tends to attract strong personalities with something to prove. Bluster and a near total disregard for danger are familiar traits of the Musashika, whose members often have a particular flair for duelling, whether with swords or words. As there's no shame about touting your own success in the society of the Empire, individuals on this Path can quite often fake it till they make it, fostering their own legend before it even exists.

A Musashika knows that charm and compromise are often better means to the Eiko's goals than the sabre-rattling of the Earth Dragons, but nonetheless they hold to the same core values as their allies. Musashika see NewEdo's degenerate society as the result of the decay of duty and responsibility within the Empire, and they seek to return her to her glory.

Despite their conciliatory political mien, the Musashika are inheritors of a brutally efficient sword style that makes them some of the most effective duellists and one-on-one fighters in NewEdo, a fact that does nothing for the humility of an already arrogant clan...



Bonus Skills: Musashika gain 1d8 in one of **Eloquence**, **Meditation**, or **Intuition** at each Path Rank

Common Backgrounds: Followers, Soul, Status, Wealth

Starting Equipment: one Quality 2 weapon; one Quality 3 weapon

Clan Musashika Path Ranks

Rank 1

As effective with a word as they're with a sword, Musashika are adept at disarming or diverting a situation before it risks getting blood on their *gofuku*. You add [Path Rank] to all **Banter** and **Eloquence** rolls.

Musashika may not assume that violence is the best solution to a problem, but they're always prepared for it. You add a 15% **Riposte** line to your Fate Card. Whenever you're hit by a melee weapon attack, you may roll your Fate, ignoring all results except Riposte. If you roll Riposte, you negate all incoming damage and may immediately counterattack your assailant; you may even draw a weapon to do so if necessary. Your counterattack occurs immediately after you're hit and costs you no actions, though you must still succeed on an attack roll to strike your assailant. The damage negation effect of Riposte occurs regardless of whether your counterattack hits.

> A Musashika may roll their Fate Card every time they're hit with a melee attack. This Fate doesn't count towards the one Fate Card roll per Turn rule.

Rank 2

Clan Musashika is known for an unorthodox two-sword fighting style that has a contentious history in the military schools of the Empire. The Musashika call this style "the Way of Busy Hands," which most observers assume to be a form of false modesty. This style grants all Musashika one free level of **Two-Weapon Fighting.**

Their quick wits and sharp tongues often land Musashika in trouble. **Duelling** remains a legal practice in the Empire, and Musashika use this to their advantage when presented with conflict. When duelling, you have Advantage on the Stage 3 Reflex roll to determine who acts first.

Add +5% to the **Riposte** line on your Fate Card.

Rank 3

The Way of Busy Hands teaches a syncopated style of swordplay that creates off-handed openings where most traditional fighters wouldn't recognize an opportunity. You add [Path Rank] to your **Defence** and may now attack with your Quick Action.

Add +5% to the **Riposte** line on your Fate Card.

Rank 4

A Musashika gains strength from their victories. Every time you damage an opponent in combat, you regain [Path Rank] **HP**, up to the maximum limit of your permanent HP score. Out of combat, any time you succeed on a social Skill roll that uses a target's Resolve as the TN, or when you make an opposed social Skill contest against another individual and win, you add [Path Rank] to your **Resolve** for the remainder of the scene (this effect does not stack).

Add +5% to the **Riposte** line on your Fate Card.

Rank 5

Jeer (15 Legend, Full Action) – an experienced Musashika uses derision to bait and distract enemies, both in and out of combat. You may Jeer a target, applying one of the two following effects:

1) In combat, the target may make no more than one attack per Round until they successfully damage you with an attack. This limit includes any attacks they would get against enemies who become **Exposed**;
2) Out of combat, any social Skill that your target attempts must use you as the opponent, regardless of who they're actually attempting to affect. Thus, any basic social contest will use your Resolve as the TN, and any opposed contest will use your social Skill to compare to. The target isn't necessarily addressing their social attempts at you; rather, they're distracted enough that they can only succeed on a social roll if they can overcome your social presence. This effect lasts for one minute.

Add +5% to the **Riposte** line on your Fate Card

THE ORANGE UMBRELLA

Paths: Oiran, Rooster Clan

The Orange Umbrella is a secret cabal whose agents seek to balance power in the Empire, never letting the pendulum swing too far from the centre. The two Paths that make up the Umbrella – the Oiran and Rooster Clan – are only loosely identified as organizations by most of NewEdo, and only highly informed individuals would suspect that these two work together towards a common end. For centuries, the Umbrella has worked one side against the other, or offered their services to the underdog, in an effort to prevent madmen, megalomaniacs and idealogues from asserting too much power over the common people of the Empire. The cabal doesn't seek to prevent change; rather, they strive only to ensure that balance is maintained.

Politics

Umbrella members are very active in politics, but never overtly. They seek to influence city and regional elections to prevent extremists from any Faction or party gaining too much power. The Orange Umbrella respects the tenets of both Balance and Change and knows that yesterday's future is just tomorrow's past. Members may vary in their own political outlook but rarely venture too far from centre or risk being censured by their own Faction.

Methods

The Umbrella's influence is most often conducted in bedrooms, boardrooms, and back alleys. With two Paths, one acting as the carrot and the other as the stick, the Umbrella is capable of solving problems in a variety of fashions. As old as time, the Umbrella as an alliance is very well funded, and uses its wealth to grease the necessary wheels within the system. This graft is easy to bury in the wash of corporate and family wealth that bombards the institutions of NewEdo. Regarding themselves as wholly beyond the law of the land, the Umbrella is comfortable using sex, blackmail, bribery, and, eventually, violence to achieve their ends. They're adept at obfuscating their motives, and victims are rarely aware that the motivation behind their treatment is ultimately political rather than personal.

Organization

The Umbrella itself is a very small group of powerful personalities who see themselves as benevolent dictators and puppet-masters. The dominant force in the Umbrella is Himiko Kishida, an ancient matron and priestess of Balance and Change. Himiko is generally revered within the Umbrella as a goddess, though in reality she's a personable old woman. Below Himiko and her primary allies, the balance of Umbrella members are independent contractors who are paid for each job, with remuneration tied to the quality of the operator's work, their track record, and the difficulty of the mission. It takes years for most recruits to properly grasp the depth of the organization, and many wash out before they're introduced to the Umbrella's true cause.

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Lady Usu Kiiro, famed Master of the Sunflower Garden, has once again shocked NewEdo. In a sharp escalation of her feud with the Blue Nights Syndicate, Kiiro has been implicated in the slaying of Syndicate member Tommy "Fast Guns" Ko. Ko was recently acquitted of the death of one of Kiiro's employees in a high-profile case that attracted attention from senior members of the Orderly Beneficent Association.

CTION IN THE CALICO 4 WARD AFTER THE UNEXPECTED RETIREMENT OF

OIRAN

Oiran are social chameleons, able to fill any role necessary to achieve a goal. Historically, Oiran most often worked as geisha, a role that granted them access to all levels of society in the Empire. Modern Oiran continue to rely on that persona but also take on roles as chauffeurs, servants, security guards, chefs, tailors, and artisans – any role that opens doors to the private realms of power and influence in NewEdo.

The primary mission of the Oiran is information gathering, particularly with regard to anyone or anything that may threaten Balance in the Empire. The Orange Umbrella keeps an extensive database on the personalities of the Empire and is keen to identify new influences as they arise. To collect their data, Oiran infiltrate political parties, criminal organizations, corporations, administrations, and even other Paths. Nearly all centres of influence in the city are compromised by an Oiran agent, in some role or other, who feeds information back to the Umbrella and warns the cabal about prospective threats.

The only commonality between members of the Oiran is cunning; a foolish spy is a dead spy. Individual Oiran come from all genders and Lineages and may take on personas from the lowest dredges of society to the upper echelons of power. Beauty has its uses, but so does banal normality. An Oiran infiltrating the Orderly Beneficent Association will need to wear a very different face than one seeking to gather intelligence in the Court of the Moon. Members of this Path who've become compromised or are too easily recognized are shuffled to the back offices of the Umbrella to provide support and direction to Oiran agents in the field.

An Oiran's politics are the Umbrella's politics, though while on a job they'll assume whatever party line best suits their purposes. Most Umbrella agents come to feel disassociated from the mundane travails of NewEdo, as the more information they gather, the more they understand that change is both inevitable and typically quotidian.

Oiran Path Ranks

Rank 1

Each Oiran develops their own specialty for infiltration and information gathering and keeps a secondary plan for when words no longer suffice. Choose any **Presence Skill** (or **Banter**) that will form the basis of your technique – you gain [Path Rank x2] to all rolls of that Skill. You may also choose **any one other** Skill and gain [Path Rank] to each of those rolls.

Oiran are sensitive to the motivations behind actions. They understand that most sentient activity is in direct response to basic stimulation or immediate demands. You add a 15% **Gain Insight** line to your Fate Card. When you roll Gain Insight, you determine a key fact about the motivation(s) of a target within 10m: what their current goal is, who their boss or employer is, or if they have any Legend, what they want most to be famous for, etc. The storyteller will deliver this information based on the situation, rather than answering questions of yours.

Bonus Skills: Oiran gain 1d8 in one of **Deception**, **Intuition**, or **Commerce** at each Path Rank

Common Backgrounds: any

Starting Equipment: one Quality 2 weapon

Rank 2

Indignity (5 Legend, no action) – an Oiran's best cover is the appearance of innocence, and that illusion can be better maintained if someone is there to support your claims. If you're hit by a successful attack, an ally within 3m may use an available Quick Action **Interrupt** to attack your assailant immediately after any effects of the original attack are applied to you. This ability may even prompt a bystander to defend you if you've set the stage appropriately.

People love making excuses and deflecting blame. Oiran take advantage of that by finding reasons for targets to look elsewhere, lose interest, or briefly forget what they were doing. You add a 10% **Cause Distraction** line to your Fate Card. When you roll Cause Distraction, you find a way to entice your targets to neglect their duty for a moment. Choose any number of targets within 15m of you – those targets all suffer Disadvantage on their next Skill or attack roll, and their **Resolve** is reduced by 3 for the remainder of the combat or scene. The Resolve effect may stack.

Rank 3

This is an ancient Path, one that dates back well before the modern era. Every Oiran is taught to be aware of the kami and make use of those potential alliances. You gain +5 Shinpi and get access to the following kami – **Water**, **Divination** – and may learn 2 Rotes from among their lists. You may choose a **Mikata** from those kami or from the following list: Alcohol, Charcoal, Dreams, Rope, Tea Ceremony.

Add +5% to the **Cause Distraction** line on your Fate Card.

Rank 4

Cunning Dojiin (14 Legend, Quick Action Interrupt) – you may use this ability after someone within 10m makes a definitive statement or takes a strong position in a conversation. You're able to point out some way that they've broken tradition, gone back on a previous position of their own, or set themselves up to be in conflict with a prominent influence like that of the Court or a social movement or academic thinking, etc. At this point you can either let them wallow and attempt to backtrack, or you can cover for them with a logical explanation of your own making. In the latter scenario, you're likely to earn a minor, if grudging, debt from your target, something you can use later…

Your interaction with the kami has been beneficial to both of you. You gain access to the **Mind** kami and may learn one additional Rote.

Add +5% to the **Gain Insight** line on your Fate Card.

Rank 5

Fluid Identity (20 Legend, Full Action) – Oiran are taught to be whomever they need to be to achieve their goals. You're able to change your appearance to copy that of a target you've studied. You may alter your Size (by up to 1 category), your gender, your Lineage, and your physical features as necessary. If you've heard your target speak, you can emulate their voice, and if you have a record of their fingerprints or iris scan, you may copy those biometrics as well. Your clothes aren't altered as part of this ability, which lasts for up to 6 hours. Someone familiar with your target who has reason to be suspicious may roll a contested Perception + Investigation versus your Savvy or Presence + Performance, recognizing you as a fake on a success. While your Size is changed for the purpose of determining the difficulty to hit you with ranged attacks, your other Traits, Skills, and abilities aren't affected by this physical alteration

ROOSTER CLAN

Assassins, saboteurs, spies, ghosts – Rooster Clan are whispered about, and their presence is warded against. NewEdo wants to believe that the Rooster Clan is a thing of the past, but it's not. Those who do know of them are derisive, but only in whispers. The Rooster don't adhere to the Empire's standard definitions of honour, but that doesn't mean that individual clan members are dishonourable or criminal. Rather, Rooster Clan places a much higher Priority on the ends than the means, and as such takes the most expedient route to those ends as possible.

Like their Oiran allies, the Rooster are taught to blend in, but these silent warriors do so with much more express goals in mind. Trained in traditional weaponry and modern technology, a Rooster uses the most effective means necessary to accomplish their mission. Although their martial skills and training go back centuries, modern clan members don't hesitate to use Augmentations to enhance their bodies, or the dataweb to track their prey. The best of these hunters could walk through a room full of police carrying a battle axe and a sniper rifle and not be noticed, unless they were intentionally causing a distraction...

Rooster Clan are agents of change. This Path attracts members who are dissatisfied with inequity, stagnancy, or complacency, and those who view immediate results as far superior to ideals for an unknown future. Many basic skills overlap between the Oiran and the Rooster – subterfuge, subtlety, and cunning, for example – and the primary differentiator between these two Paths is the Roosters' desire to affect change *now*. Roosters rarely take strong political views, knowing that the underlying themes will be no different from those hundreds of years in the past or the future. Rather, they seek to enact very specific change when ideas or individuals threaten the good of the Empire.

Almost no one outside the Umbrella would try to actively engage a Rooster for a job. Other Paths offer the services of hired killers for far less trouble. The rare few who are aware of this clan prefer to keep that knowledge a secret, particularly from the Rooster.

Bonus Skills: Rooster gain 1d8 in one of either **Stealth**, **Investigation**, or **Security** at each Path Rank

Common Backgrounds: Contacts, Wealth

Starting Equipment: one Quality 2 weapon; one Quality 3 weapon

Rooster Clan Path Ranks

Rank 1

Rooster Clan trains its disciples to go unnoticed, using their terrain, environment, and even other beings as cover. You are never considered **Exposed**.

This training also grants you a 15% **Fade** chance on your Fate Card. When you roll Fade, you fade from view until the start of your next Turn. You're not invisible; you're just… shadows on shadows. All attacks against you're made at Disadvantage while Faded, as are active attempts to find you. Passive observers simply have no chance to notice you.

Rank 2

Rigidity is unnatural and detracts from a Rooster's ki. You're taught to avoid becoming a target by never pausing in your actions. Once you've moved at least 3m this Round, you may use your Quick Action to perform an unarmed or melee attack on any target who comes into range this Turn.

Add +5% to the **Fade** line on your Fate Card.

Rank 3

Not every mission demands death and dismemberment, so the Rooster are trained to make more adaptive use of the opportunities that are delivered to them. You gain additional uses for your Critical and Fade rolls on your Fate Card. You may choose to replace the standard results of any Critical or Fade roll with one of the following effects, which all have a 5m range:

- You **Silence** a target for [Path Rank] Turns
- You **Immobilize** a target for [Path Rank] Turns
- You **Blind** a target for [Path Rank] Turns

These effects may be applied to targets other than the subject of your original Skill roll (the one that you were rolling your Fate for). If you replace a Critical or Fade with one of these effects, you may still continue to your Skill contest roll as normal.

Add +5% to the **Fade** line on your Fate Card.

Rank 4

At this Rank, your economy of motion has become nearly sublime, and you're able to integrate offense and mobility into a seamless dance. You may now attack **once** as part of your Move Action on your Turn. Attacking uses 1m of your Move.

Add +5% to the **Fade** line on your Fate Card.

Rank 5

No matter the conflict, no matter the subject, no matter the environment, an unaware target is a victim of their own ineptitude. The Rooster train their whole lives to go unnoticed, and while they're far from helpless in an open battle, they're at their best when they go unseen. You may spend 5 Temporary Legend to make any successful attack against a **Surprised** target into an automatic Critical.

Incorporeality (16 Legend, Quick Action Interrupt) – you've spent so long in the shadows that you've learned how to assume their properties. You become incorporeal until the start of your next Turn. You're still visible; you just have no physical form. Physical attacks against you automatically fail, you can walk through walls, and you're immune to all damage other than Arcane. Your clothes and equipment share your incorporeality, so you're completely unable to affect the physical world while incorporeal. You're able to move laterally and you don't sink through the ground, but you can't climb or jump and if you're in water you sink very quickly.

> *DARKNESS, DIVERSION, SUBTLETY, CONFUSION, DISTRACTION, LASSITUDE, CHAOS, COMPLACENCY; USE THESE TOOLS TO ACHIEVE YOUR GOALS UNSEEN*
>
> Kanesu, (mostly) retired Rooster

THE SEVEN SWORDS

Paths: The Guild of Tears, Soul Eaters

The Seven Swords used to be holy warriors – monks, devotees, and ascetics who fought for the protection and primacy of their beliefs. They went through periods of political ascendancy, battled with foreign religions and domestic competition. Then the religion of the land became codified under the Courts, and the Seven Swords were no longer necessary or, worse, supported a belief outside of the official doctrine. Some of the Seven Swords fought against this tide, dying honourably in suicidal battles as their ancient way of life – their meaning – lost its significance in the Empire. What was left of the Swords, after centuries of spiritual attrition, were those whose hearts were filled not with faith but with anger. Having lost none of their martial potency, modern Seven Swords now only bow to one god: money. The Swords are mercenaries, killers whose only lingering beliefs are that blood must be bought, and no Sword may take a contract on another.

Politics

The Seven Swords don't give a damn about politics and will fight for whatever side pays the best. Though not intentionally progressive, these mercenaries are at least equitable and respect skill above all else. They generally don't participate openly in the political games of NewEdo other than with violence. Individual members are free to form alliances as they see fit but aren't free to put those alliances above the jobs assigned to them.

Methods

The Guild of Tears are straightforward and reliable mercenaries. They're respected for their professionalism within the Empire's warrior culture, even if that culture has advanced to a point where most Guild activity would be considered illegal. Guildmembers do their best to avoid collateral damage and seek to avoid direct confrontation with the law. On the other hand, if they're paid to cause collateral damage or to engage with the police, then that's what they'll do.

The Soul Eaters are far less predictable. Although members are almost aways part of a cabal or school, Soul Eaters tend to work alone on jobs. The kind of jobs offered to these dark monks are far less mundane than the work taken on by their Guild allies, typically including some aspect of NewEdo's supernatural world. Like The Guild of Tears, Soul Eaters tend to favour martial solutions to problems, though their fighting style rewards unarmed and melee combat.

Organization

The Guild of Tears and the Soul Eaters used to be allies in their cause. The Guild were laymen soldiers – farmers and peasants who took up arms in support of Balance and Change. The Soul Eaters, long ago, were warrior monks for the same cause, holy warriors who agitated for their beliefs and fought alongside the Guild. That alliance, now hundreds of years old, has become stretched thin.

The Guild of Tears is run like an employment agency, with violence for hire. The Soul Eaters have become fragmented and have no unified leadership, with numerous cabals and temples each driving their own agenda. These two Paths have only the most tenuous seeming connection in modern NewEdo, but they've never given up their alliance.

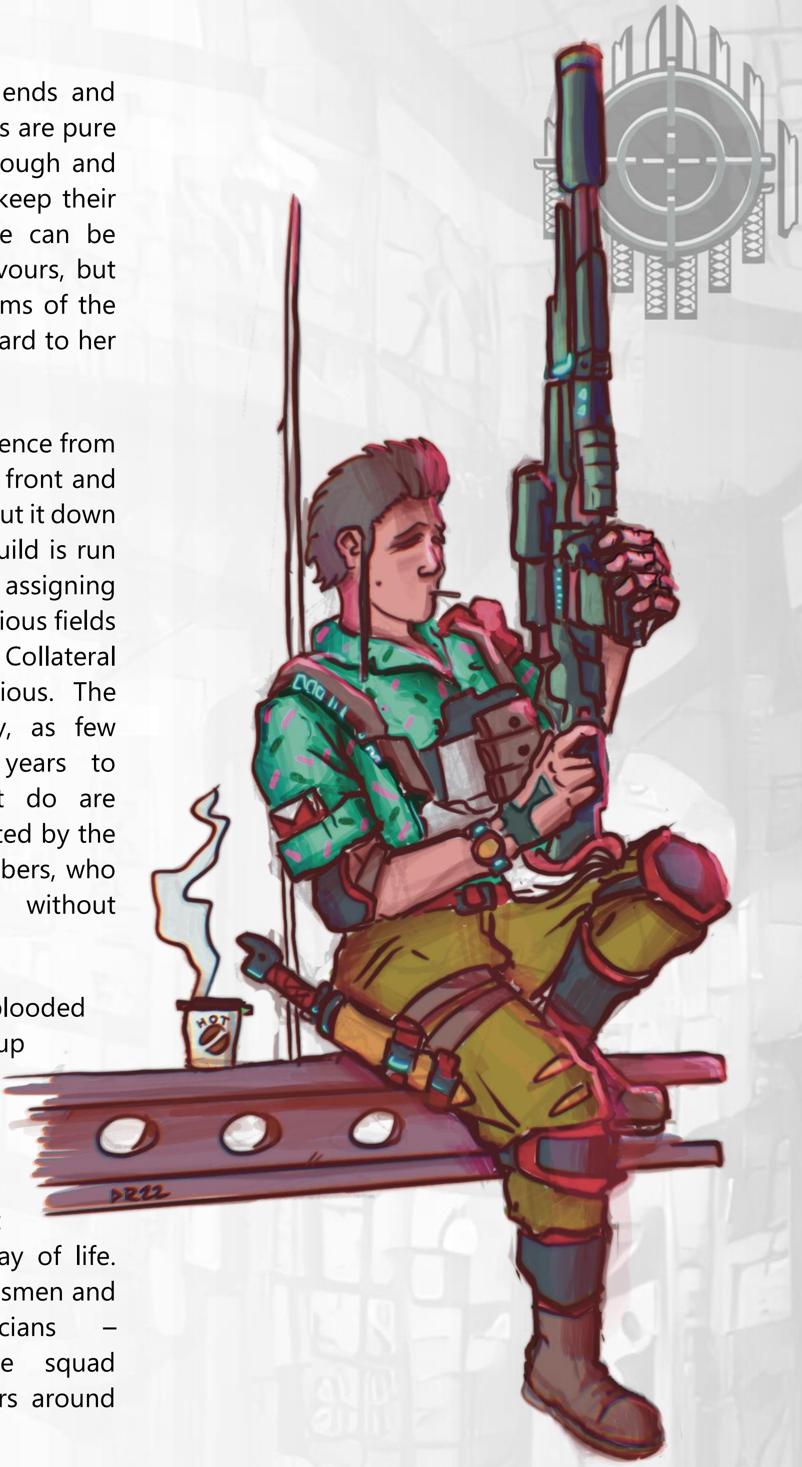
Both Paths remain available for hire, if a patron has the fortitude and wherewithal to seek them out. But regardless of the coin on the table, the Seven Swords remain loyal to each other and refuse to take a contract that risks strife within the Faction.

COLLATERAL DAMAGE

THE GUILD OF TEARS

NewEdo's streets are full of badass Legends and soldiers for a cause, but The Guild of Tears are pure professional warfighters. Mercenaries through and through, the Guild have no politics and keep their passions to themselves. Their allegiance can be bought for coin, or rarely for specific favours, but Guildmembers hold no faith in the systems of the Empire and don't evince any will with regard to her future.

The Guild makes no effort to hide its existence from society or the law. It has no unified legal front and the Empire's (many, repeated) efforts to shut it down have been comically unsuccessful. The Guild is run like a union, with a rotating Guildmaster assigning jobs to Guildmembers subdivided into various fields (Capture/Kill, Sabotage, Espionage, Collateral Damage, etc.) that are highly meritorious. The hierarchy is relatively flat by necessity, as few Guildmembers survive their combat years to become management, but those that do are inevitably extremely salty. Jobs are accepted by the Guild and handed out to individual members, who aren't allowed to accept contracts without submitting them to the Guild first.



Though they're unified in their cold-blooded approach, Guildmembers are a varied group and accept as brethren anyone who can hold to the few tenets of the Seven Swords. The Guild does not attract members who shy away from a fight, and the culture of this Path breeds an almost religious attachment to combat as a way of life. Despite individual's unique styles – swordsmen and snipers, bomb-makers and tacticians – Guildmembers all eventually become squad fighters, making best use of the warriors around them.

The Guild of Tears is apolitical, happy to accept coin from either side of any conflict. Its internal politics are something of a dichotomy, as the few remaining, and inevitably powerful, elder members tend to prefer the traditions of the Empire while younger recruits evince a zest for the changes of the 21st century. Despite its unofficial neutrality, the Guild preserves influential connections in the Court that help it avoid prosecution.

Bonus Skills: Guildmembers gain 1d8 in one of **Intimidation**, **Tactics**, or **Medicine** at each Path Rank

Common Backgrounds: Contacts, Wealth

Starting Equipment: one Quality 2 weapon; one Quality 3 weapon

Guild of Tears Path Ranks

Rank 1

The warrior code of the Empire glorifies the skill of individual combatants, but The Guild of Tears is more interested in results than glory. Guildmembers are taught to fight as a unit and be aware of combat synergy. Add [Path Rank] to all your **Rally** and **Tactics** rolls.

You also add a 10% **Teamwork** line to your Fate Card. Whenever an ally within 8m of you attacks, you may roll your Fate Card, ignoring any results except Teamwork. If you roll Teamwork, you may immediately make a free attack on the same target using an equipped weapon if the target is within range. This attack costs no action and occurs immediately after your ally's attack.

Once Teamwork triggers for you in a Round it can't be triggered again, but the roll(s) to check for Teamwork don't count as your one Fate Card roll per Turn.

Rank 2

Guildmembers pride themselves on being resourceful and resilient. You may use a Quick Action Interrupt to spend X (max 10) Temporary Legend to increase your Resolve by X. This increase lasts until the end of the scene, though external effects may reduce your Resolve as normal.

Wetwork is dangerous as hell and twice as rewarding. Guildmembers learn to make the best use of their loot by keeping a well-greased network of informants on the payroll. You add +3% "**Gain 1 point of either the Contacts or Wealth Background**" line to your Fate Card

Add +5% to the **Teamwork** line on your Fate Card.

Rank 3

Conflict is your happy place. When you use your Full Action to attack, you may now make two attacks against the same or different targets. This doesn't grant you two attacks when your **Teamwork** ability triggers.

Add +5% to the **Teamwork** line on your Fate Card.

Rank 4

Seasoned Guildmembers don't feel any need to add to their extensive collection of scars, and have learned to avoid getting shot, stabbed, or exploded whenever possible. Enemies may no longer call **Raises** on their attacks that target you, you're immune to Critical hits (which affect you only as normal hits), and you gain [Path Rank] Elemental **Soak**.

Add +3% to the **Teamwork** line on your Fate Card.

Rank 5

Barrage (18 Legend, Full Action) – a Guildmember who survives this long will have become a capable leader by necessity. Smart soldiers listen to you, and dumb soldiers don't survive. You may now order a full assault against one target. Roll **Perception** or **Savvy** + Tactics and divide your result by 8 (rounding up). You get that many free attacks to assign to your squad, which may include yourself. Each free attack is only one attack, regardless of how many attacks your allies normally have per Turn. All attacks must be against the same target, they all occur simultaneously on your Turn, and no Move is granted as part of this free action. These attacks can't trigger the Teamwork feature.

Add +2% to the **Teamwork** line on your Fate Card.

MMHMM, SURE, YUP, I GOT IT – THE GUY WITH THE BLACK UMBRELLA.

Aloha, Guildmember

SOUL EATERS

Monks who used to do battle to defend the way of Balance and Change, the Soul Eaters have fractured into numerous smaller temples and orders. As Balance and Change became the dominant philosophy and religion in the Empire, the need for its holy warriors gradually crumbled. While this was no intentional rejection of these monks, the inevitable decline of their influence and respect eventually caused the abandonment of their unifying purpose. What remained was the structure of a military holy order, but one without a cause.

Modern Soul Eaters are the inheritors of that decline. They've fragmented into groups and schools that support new philosophies, which range from harmless asceticism all the way to darker motivations, embracing pain as a replacement for purpose. Soul Eaters typically wear traditional robes or as little as just a loin cloth and can sometimes be mistaken for mundane, modern monks of Balance and Change. The longer an individual spends on this Path, though, the more they seem to drift towards whatever darkness may lie in the root of their philosophies. The eldest of the Eaters are barely recognizable as any Lineage, eventually coming to resemble nightmares and demons.

While the Seven Swords as a Faction don't openly participate in NewEdo's politics, individuals on this Path may sometimes possess strong opinions about the direction the Empire should be headed. This activist perspective is the legacy of the Soul Eaters' long history in and among the Courts of the Empire – and while no modern Court would openly accept the influence of these monks, some influential individuals still hold views that harken to the heyday of religious power under the temples of the Empire. A few Soul Eaters seek to pluck those threads in the hopes of bringing back this Faction's glory.

Bonus Skills: Soul Eaters gain 1d8 in one of **Meditation**, **Arcana**, or **Athletics** at each Path Rank

Common Backgrounds: Soul, Status

Starting Equipment: one Quality 2 weapon

KIKUCHI MEDIA INC. ●●●●

Forbidden rituals? Blood magic? Dark secrets? The chain of tattoo parlours known as "Puncture Wounds" has expanded rapidly over the past year, adding two new locations in Ikedo and The Crossing this week alone. Loosely associated with the religious cabal known as the Blood Path, Puncture Wounds advertises that their tattoos may grant more than street cred. Regardless of the truth, the hype around Puncture Wounds is impossible to ignore, and youth continue to flock to the Blood Path's foreboding banner.

A WARU DEALERSHIP NEAR YOU. DON'T MISS OUT ON THESE CRAZY-AS

Soul Eater Path Ranks

Rank 1

Martial training is a key tenet of a Soul Eater's philosophy, but very few of these monks embrace modern warfare and equipment. Instead, they're taught to move in the space between bullets, making themselves harder to hit while they close on their enemies. You're always considered to be at Long Range for the purpose of determining the Target Number to hit you with **projectile attacks**.

The Soul Eaters have earned their name and are able to consume the energy of their enemies to replenish themselves. You add a 10% **Drain Soul** line to your Fate Card. When you roll Drain Soul, you may choose whether your next attack will cause Health or Temporary Legend drain. If that attack hits, you roll your damage dice as usual for the attack you made and the target is drained for that amount of either HP or Temporary Legend. You then gain half that amount (rounded up) of the same stat. This attack ignores all **Soak**.

Rank 2

Soul Eaters haven't forgotten their mystical roots and remain sensitive to the spirit world. You gain +5 Shinpi and get access to the following kami – **Fear**, **Insects** – and may learn 2 Rotes from among their lists. You may also choose a **Mikata** from those kami or from the following list: Books, Pain, Silence, or The Wheel.

Add +5% to the **Drain Soul** line on your Fate Card.

Rank 3

Speed and versatility are critical to survival for anyone wandering barehanded through a firefight in a loincloth. You add [Path Rank] to your **Initiative** and may use your Quick Action to attack.

Add +2% to the **Drain Soul** line on your Fate Card.

Rank 4

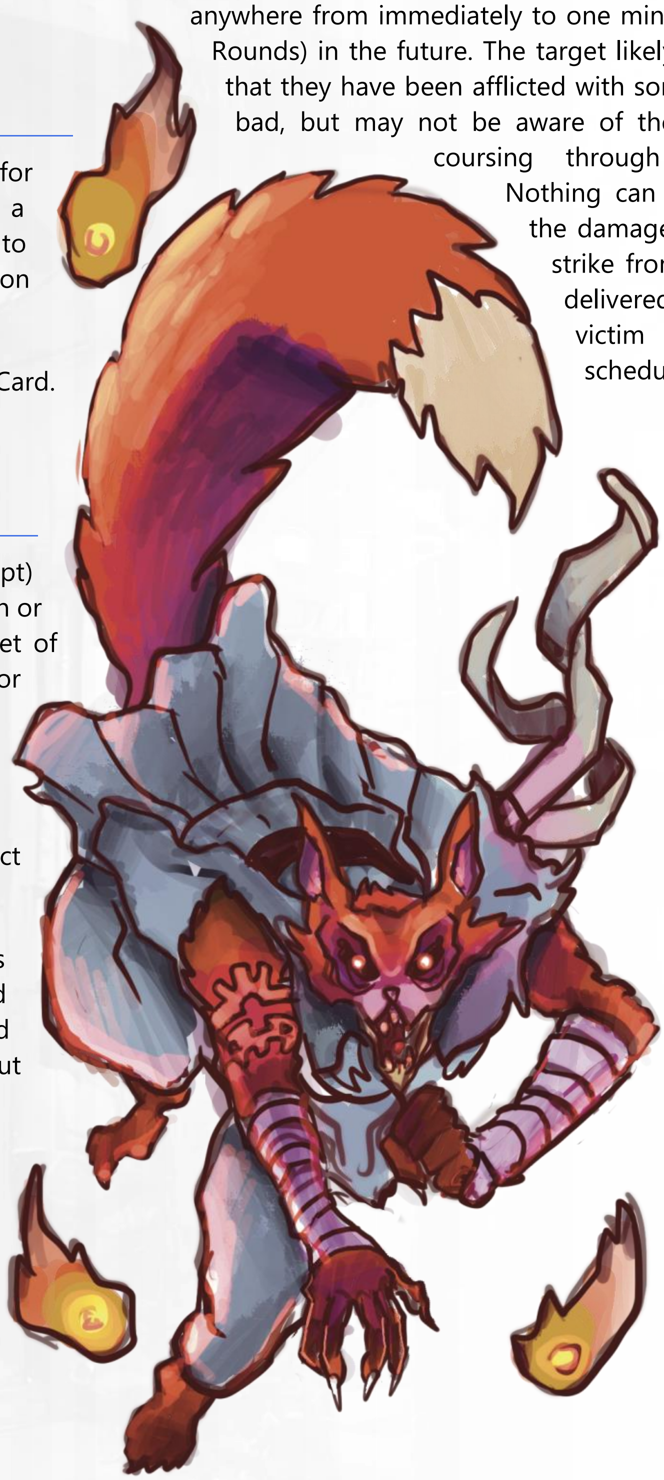
Soul Mirror (14 Legend, Quick Action Interrupt) – when someone attempts to use Intimidation or Seduction on you, or you become the target of abilities that would apply the **Afraid** or **Enthralled** status effect, you may activate Soul Mirror as an interrupt. When you do so, the effect is reversed, with the subject becoming intimidated, seduced, Afraid, or Enthralled by you instead. This reversed effect lasts until the end of your next Turn.

Modern warriors' dependence on their tools and equipment is a crutch that an experienced Soul Eater learns to break. Your unarmed strikes gain the **Disarm** status, but without sacrificing the damage of your attacks.

Add +3% to the **Drain Soul** line on your Fate Card.

Rank 5

Scourge (20 Legend, Full Action) – the movies don't lie: a Master Soul Eater can kill with nothing more than a touch. You make an unarmed attack roll against one target. If you succeed, the target suffers from the **Poisoned** status effect immediately. Roll double damage for your attack, and then multiply your result by 2 (roll twice, then double it). That amount of Biological damage will be delivered to your target in an amount of time determined by you, anywhere from immediately to one minute (ten Rounds) in the future. The target likely knows that they have been afflicted with something bad, but may not be aware of the doom coursing through them. Nothing can prevent the damage of this strike from being delivered to the victim on schedule.



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SPEAKERS

Paths: Shugonshi, the Way of Five

While the Seven Swords gave up their faith, the Speakers have built a religion around nature as the true embodiment of the Way of Balance and Change. The Speakers have a connection to the natural order that grants them power that exceeds or confounds most modern marvels. Speakers don't seek to hinder change and understand that technology in the modern world is just another phase in an endless cycle, one that inevitably returns to balance.

Speakers is a title more often assigned to the members of these Paths than one they would use themselves. It's been passed down for centuries and applied to those in the Empire who openly converse with the kami.

Politics

Only very vaguely recognizable as a unified Faction, Speakers as individuals have wildly varying personal politics (if they have any at all). As a Faction, Speakers don't foster any particular agenda beyond the protection of nature, though even that cause isn't primary among every subsect. With their understanding of the cycle of Balance and Change, most Speakers are reluctant to interfere with the Wheel, and view outcomes – good or bad – as karma. Of course, individuals from among these two Paths may be passionate advocates for a particular cause, but as a whole the Faction doesn't agitate on the political stage.

Methods

With no overarching goal, each Speaker is free to seek their ends by whatever means seems appropriate. Various schools of Shugonshi may have more direct influence over the activities of its members, but the mystics of this Faction don't otherwise have any sort of identifiable modus operandi.

Organization

The two Paths that make up the Speakers – the Shugonshi and the Way of Five – have very different internal organizations. The Shugonshi organize into schools and orders based on their field of study, whereas the Way of Five are typically individualistic and resent the imposition of control from anyone outside their inner circle. This divide results in weak ties between the Paths, or even between members of the Faction (other than those created by the schools of the Shugonshi).

Despite this disparity, not only do Speakers communicate with the kami, but the kami actively seek out these mystics to bridge the divide between the spirit and mortal realms. Speakers of both Paths may act as the messengers of the spirit world, carrying information as pointless as gossip or as pointed as the pending apocalypse.

When a particularly important message is delivered, such as the warning brought by the dragon Enkai of the impending tsunami of 2025, the Shugonshi and the Way of Five work together to most efficiently communicate that message to the mortal realm. The Shugonshi have a nearly ubiquitous connection to the common people of the Empire, and practitioners of the Way have direct contact with the most powerful individuals in the realm. It's in these rare instances that the Speakers work together as a whole to attempt to shepherd the mundane world. Whether that audience is listening or not is another story.

SHUGONSHI

Shugonshi are mystics with a deep connection to the kami. The ability to speak directly to the kami from an early stage allows each Shugonshi to develop a relationship with a variety of spirits, making them some of the most adaptive and diverse personalities in the Empire. Some Shugonshi learn the ways of fire and violence, others of animals, plants and life, and a few entreat the spirits of even more exotic concepts.

The kami are natural elements of the universe, so Shugonshi view their powers as natural tools of Balance in the Empire, and rarely take a moral side in the daily squabbles of the city. Most Shugonshi prefer to live in proximity to the habitat of their favourite kami, and the city is dotted with the private temples of these mystics. Shugonshi are popular among the common citizenry of NewEdo, who visit them to ask for blessings or intervention with the kami.

Known to congregate in like-minded schools or orders, Shugonshi are often highly collaborative and unabashed about seeking out the help of allies or kin when facing a significant problem. Schools of Shugonshi may form for a variety of reasons, from political to philosophical to martial and, where one school may prefer to keep their own quiet counsel, another might aim to change the course of a whole district or corporation.

Though mystical, there's nothing preventing a Shugonshi from integrating fully with modern society. Kami come in many forms, and those who cajole them are equally as diverse; some wear traditional robes while others bear Augmentations and ride motorbikes.

Bonus Skills: Shugonshi gain 1d8 in one of **Intuition**, **Meditation**, or **Arcana** at each Path Rank

Common Backgrounds: Contacts, Soul

Starting Equipment: one Quality 1 weapon

> *Not just the air and trees and rocks and shit – everything, man, everything has a spirit, a kami. The rats and bats and Owlcats of course. The smell of rain in the morning is a different spirit than the spirit of the rain. Sparks off charcoal and sparks off faulty electronics, they're totally different beings, man. And they all live here too, watching us.*
>
> *Some spirits, they wanna talk. Others want nothing to do with us. Others barely recognize us as sentient beings, and fuck, who blames them, look at the state of this place, man, it's… it's all messed up, its Ki is shot through with… something. Something, man.*
>
> *Something is up…*
>
> Fumiyo, Shugonshi

Shugonshi Path Ranks

Rank 1

At the heart of every Shugonshi's power is their connection to the kami. Shugonshi start with +7 Shinpi, but regardless of how far any character develops that Trait, every Shugonshi views the mundane world with an overlay of the spirit world. Shugonshi aren't restricted by the kami they may form relationships with and start the game with access to all **Tier 1 kami**, from which they may choose 3 Rotes at character creation. Every Shugonshi also starts with a **Mikata**, chosen from the lists of **Tier 0** or Tier 1 kami.

Kami gather around Shugonshi, eager for a chance to bridge the divide to the mortal world. You add a +10% **Commune** line to your Fate Card. When you roll Commune, you're spoken to by a nearby kami who whispers some useful tip or secret to you, suitable to your current situation. This can have a variety of effects, such as (or comparable to) gaining Advantage on your next Skill or casting roll.

Rank 2

You learn 2 more Rotes and gain access to all **Tier 2 kami**.

Add +5% to the **Commune** line on your Fate Card.

Rank 3

You learn 3 more Rotes and gain access to all **Tier 3 kami**.

Add +5% to the **Commune** line on your Fate Card.

Rank 4

You learn 2 more Rotes and gain access to all Tier **4 kami**.

Add +5% to the **Commune** line on your Fate Card.

Rank 5

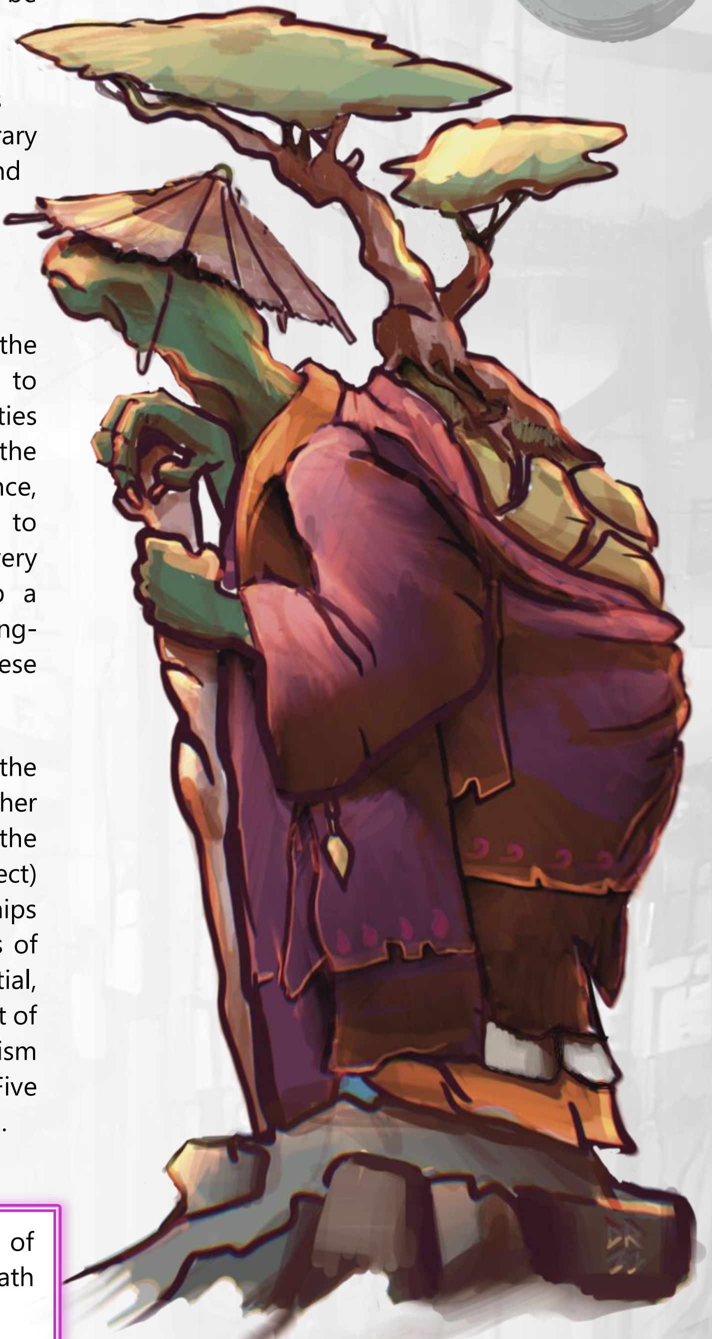
You may become an **Aspect**. See page 174.

WAY OF FIVE

The Way of Five is the study of nature through examination and understanding of the physical body. Practitioners of the Way of Five are commonly associated with their healing abilities, which can be applied through traditional or modern medicine, but far exceed the scientific limits of both. They may be modern surgeons, traditional acupuncturists, naturopathic herbalists, or mystical touch-healers, but all Way of Five practitioners understand that their influence is only a temporary change to the natural order of entropy, aging, and death, and they don't view death as an evil or malicious force – rather, they see death as the ultimate agent of Balance in NewEdo.

More individualistic than their Shugonshi kin, the Way rarely congregate and are even known to compete among themselves. Their healing abilities have long given them a favoured status in the Empire, and while the Way of Five is one of Balance, it's also one that may allow its followers to accumulate significant wealth or power – every Emperor and scion is wise enough to keep a powerful Way practitioner around, and that long-standing influence has affected the outlook of these mystics.

The Way of Five doesn't have a unified view on the politics of NewEdo. Individuals may fall on either side of the political divide or be indifferent to the conflicts of the city. Many adopt (or at least reflect) the politics of their patron, as these relationships may extend to decades. And although the gifts of their Path grant the Way of Five physical potential, very few seek to risk their own skin for the benefit of others. This combination of political agnosticism and personal prudence has kept many Way of Five out of the kind of conflict that shortens lifespans.



Bonus Skills: Way of Five gain 1d8 in one of **Medicine**, **Wetware**, or **Eloquence** at each Path Rank

Common Backgrounds: Soul, Status, Wealth

Starting Equipment: one Quality 3 weapon

Way of Five Path Ranks

Rank 1

Practitioners of the Way embody physical health, whether or not they actively stay in shape. Muscles, and body fat percentages have nothing to do with the natural potency and constitution of these mystics. Your **Lift Modifier** is increased by 1.0x and you gain Advantage on all **Athletics** Skill rolls

The Way of Five are sought out, and while not every individual on this Path cares to help the sick or save the broken, they nevertheless find it easy to accrue the benefits of their services. You add a +3% **Gain 1 point of the Wealth or Status Background** to your Fate Card.

Some on the Way are scientists, some are spiritualists, and others are traditionalists. No matter their method, those on the Way are able to rebuild physical bodies that have been affected by disease and damage. You add a 15% **Regenerate** line to your Fate Card. When you roll Regenerate, you or a target within 5m of you regains [your Path Rank]d10 HP immediately.

Rank 2

The Way of Five focuses on internal rather than external improvement, but none on this Path are ignorant of the influence of the spirit world. You gain +5 Shinpi and get access to the following kami – **Ki**, **Peace**, **Water** – and may learn 2 Rotes from among their lists. You may also choose a **Mikata** from those kami, or from the following list: Alcohol, Dreams, Pain, or Sleep.

Add +5% to the **Regenerate** line on your Fate Card.

THE NEXT CHILD THAT TRIES TO TOUCH MY SHELL WILL HAVE HIS OR HER LEGS RIPPED OFF AND FED TO THE ANKOMAW.

Three Toes, Way of Five Master

Rank 3

You continue to improve your understanding of the bag of meat and bones that your *self* rides around in. You've become attuned to your body's needs as well as its weaknesses. You no longer suffer from allergies, can't become addicted to chemical substances, and sleep like a baby every Rest. Your **HP Modifier** is increased by 0.5x and your **Rest Modifier** is increased by 1.0x.

Your physical acuity gives you a chance to unlock bursts of energy. You add a +5% **Gain Extra Full Action** line to your Fate Card.

Add +3% to the **Regenerate** line on your Fate Card.

Rank 4

Way of Five who progress to this level of study begin to understand the nature of the Wheel within the cycle of mortal life. You gain access to the following kami – **Life**, **Death** – and may learn 2 new Rotes from among the lists of any kami you have access to.

Add +2% to the **Regenerate** line on your Fate Card.

Rank 5

You've tuned and optimized your body and its processes, creating a near-immediate healing reaction that almost entirely inures you to physical damage. You become immune to Biological damage, and as long as your HP total is above 0 at the beginning of your Turn you immediately heal all Kinetic damage you suffered during the latest Round. Any limbs lost will regenerate after your next **Rest**. You may heal the Kinetic damage (the HP effect) immediately on your Turn, but you can't regrow an arm, leg, or eyeball until you get a good night's sleep.

METRO RESPONSE
DIRECTORATE

THE METRO RESPONSE DIRECTORATE

Paths: Hitokage, Inspectors, Responders

Law enforcement in NewEdo falls under the responsibility of **four separate entities**, a situation with a complicated political past. The Metro Response Directorate (MRD) is one of these entities, a catch-all division primarily responsible for emergency response and active investigations. Notably, members of the MRD don't have the authority to arrest criminals or detain suspects without explicit written consent (which may be delivered as quickly as a typed response or as slowly as a formal mailed notification, depending on the situation).

MRD officers typically provide peripheral support to NewEdo's two arresting divisions: the Metro Police Department and the elite NEOSAMA unit. Since MRD officers aren't authorized to use force except in self-defence or in the defence of innocent civilians, they're far less likely to engage in the type of violence that makes the evening news, and as such tend to be popular with the common citizens of the city.

Politics

The MRD is indelibly caught up in the politics of the city. The Police and NEOSAMA are rarely authorized to proceed in their arrests without evidence provided by the MRD. This puts a massive amount of political pressure on the MRD to provide the "right" evidence for a given situation. In a city with a thousand years of history that values status and honour over law and order, this creates a very complicated situation for officers attempting to discover and deliver the truth.

> *LET ME SAY THIS ON RECORD: NEOSAMA IS LITTLE MORE THAN A WELL-ARMED GOON SQUAD TRYING TO FOSTER THEIR OWN SELF-ENRICHMENT WHILE BOOT-LICKING THIS CITY'S ESTABLISHED ELITE.*
>
> Lucille Haito, MRD Commissioner

Methods

With very different goals, the MRD's three Paths tend to take very different approaches to solving problems. Responders live up to their name and throw themselves into situations based on instinct. Inspectors habitually favour analysis and forethought over brash action, but aren't afraid to act on their conclusions when necessary. Members of the Hitokage are a different animal completely and may blur the lines of legality and morality when they believe the ends justify the means.

Organization

The MRD is run by Commissioner Lucille Haito as a unified organization, but that illusion is stretched very thin. Each of the MRD's Paths has its own Director, and those Directors take wildly different approaches to their jobs and the role played by the members of their Path. The Responders are organized by geography and act in units that become very familiar with one district, or even a few blocks, of the city. The Inspectors and Hitokage take the opposite approach, viewing geographic lines as no more important than weather patterns when it comes to their jobs, and as such may occasionally come into conflict with other individuals of the MRD.

While the MRD doesn't report directly to either the Metro Police Department or NEOSAMA, Directorate forces are often treated as subordinates by members of these other two organizations because the MRD isn't an arresting authority. Generally valuing life, or at least information, over the strict enforcement of the law, MRD officers in turn view the status quo of policing in NewEdo as brutish, or even barbaric. These squabbles aren't generally sufficient to cause actual conflict between the city's varied officers of the law, but the MRD has come to be more sympathetic to NewEdo's regular citizenry than they sometimes are of their fellow uniformed officers.

HITOKAGE

The Hitokage are the MRD's surveillance and infiltration team. Whether working deep under cover or from the safety of a well-equipped MRD van, the Hitokage are specialists at obtaining intel on a living subject. Disguises, drones, hidden cameras and long-range mics, in-person and digital surveillance, gadgets, cryptography… a Hitokage has many tools in their toolbox.

Hitokage are spooks. They're trained to be adaptive and conciliatory, valuing the ends far more than the means. A member of the Hitokage may spend years establishing a relationship with a criminal organization, religious group, or political faction. Trust is their primary weapon, and the Hitokage excel at using it. They tend to have a malleable sense of morality that permits ethical transgressions in the short term if the end result is favourable to their mission. Hitokage are typically not empowered to break the law nor to take justice into their own hands. But the MRD understands that you can't make tamagoyaki without breaking a few eggs…

The individuals attracted to this Path prefer to stay out of the limelight. Their work is very rarely rewarding on a personal level and can often expose Hitokage to violent, gritty, and immoral corners of NewEdo society – this Path isn't for the faint of heart. As such, members of this Path often develop very dark senses of humour or may even end up unable to tell the difference between the good guys and the bad guys.

Like Inspectors, Hitokage often get embroiled in the politics of NewEdo. Unlike their Inspector allies, many Hitokage seem to enjoy these machinations, using the cover of social conflict to build new webs from which to gather information. They rarely take sides in the city's debates, though, preferring to shake the tree and see what falls out.

Bonus Skills: Hitokage gain 1d8 in one of **Deception**, **Stealth**, or **Surveillance** at each Path Rank

Common Backgrounds: Contacts, Wealth

Starting Equipment: one Quality 1 weapon; one Quality 3 weapon

Hitokage Path Ranks

Rank 1

Hitokage are trained to build a web of informants from all walks of NewEdo society. You add a +3% **Gain 1 point of the Contacts Background** to your Fate Card.

Surveillance and clandestine intelligence are critical to a Hitokage's mission. You add a +15% **Dummy** line to your Fate Card. When you roll this Fate, you may drop a convincing holographic duplicate of yourself and duck into nearby cover without being noticed. The image includes pre-programmed mannerisms that you must set in advance (one for combat, one for polite conversation, one for bargaining, etc.) and projects your voice; you must continue speaking for this to work, though you may whisper while the hologram projects normal speech volume. The hologram only lasts until the start of your next Turn, or until someone interacts with it physically, at which point it fades. You automatically enter Stealth when the Dummy drops, but you don't turn invisible – there must be some vaguely realistic way for you to avoid being seen. If not, it becomes obvious that the Dummy is a decoy, though it may still be of some use.

Rank 2

Official Business (10 Legend, Full Action) – Hitokage rarely let a door marked "Private" stop them. When you use this ability, you produce formal-looking paperwork that can justify your presence almost anywhere. This ability requires some bluster and isn't a panacea if you're in deep trouble but can get you into most places in the city if used creatively.

You gain +[Path Rank] to all Security and Surveillance Skill rolls.

Add +5% to the **Dummy** line on your Fate Card.

Rank 3

The kind of tech wizardry that makes advanced surveillance effective tends to be readily obvious as spy gear. This can interfere with a Hitokage's attempts to impersonate and infiltrate, so this Path teaches its members to build their own custom equipment, gear that's best suited to their mission. You may build a robot **pet** using the pet creation rules on page 268.

Add +3% to the **Dummy** line on your Fate Card

Rank 4

Trustworthy (16 Legend, no action) – a good Hitokage knows how to project the kind of social cues that put people at ease. When you use this ability, you're given the benefit of the doubt by unsuspecting individuals. Those who have strong reason to suspect that you're lying must make a Perception + Intuition roll at Disadvantage opposed by your Heart or Presence + Deception, trusting you implicitly if you win. This ability lasts for an entire scene once activated.

Add +2% to the **Dummy** line on your Fate Card

Rank 5

Clone (20 Legend, Full Action) – Hitokage who've spent this long on the streets have inevitably assumed multiple roles and personas, necessary affectations that have allowed them to survive among the hyenas they seek to subdue. Individuals with the mental and emotional strength to excel on this Path gain the supernatural ability to create a copy of their physical self and paste a part of their psyche into it. As a Full Action, you create a Clone of yourself and inhabit it with a portion of your mind – only your body is copied, so the Clone starts out naked and unequipped. If you have any Augs, they're not copied into the new body. The Clone exists for up to two hours unless it's destroyed beforehand (see below). It can move independently of your primary body and has a full Move Action equal to your original Move. You must split your Quick and Full Actions between your two bodies, divided as you see fit each Turn, though only actions taken by your primary body may trigger rolls on your Fate Card. Both bodies have access to the sensory inputs of the other, so one always knows what the other is doing. The Clone only has 5 **HP** regardless of what your Health total was when you created it, and disappears when it reaches 0 HP. If your original body dies while the Clone is still active, your mind is effectively transferred into the Clone body, which becomes your new primary self and is otherwise indistinguishable from your old self, other than any **Augs** that may be left rotting in your old corpse. If a Clone becomes your new primary self, it assumes your Legend and gains your previous full HP limit (though you are not immediately healed to full if the body is suffering from any damage), and you may now roll your Fate in that body.

INSPECTORS

Inspectors are masters of logic and the interpretation of data. They're dispatched by the MRD to gather information, typically on criminal activity in the city. Inspector training teaches them to tune into the causes that lead to effects, and they can often string together random-seeming facts to draw accurate conclusions. Their work requires that Inspectors possess a keen attention to detail but are also able to see a scene or situation from a remote perspective.

While they'll absorb any relevant information they come across, Inspectors tend to prefer verifiable facts over memories or opinions. As such, their work focuses more on hard evidence than data collected from living sources, which they view as prejudiced at the best of times and worthless on balance. A subject's prejudices can of course help form connections between facts, so an Inspector is unlikely to dismiss what someone is saying – they'll try to understand the motivation of why it's being said rather than to make sense of whatever words are being used.

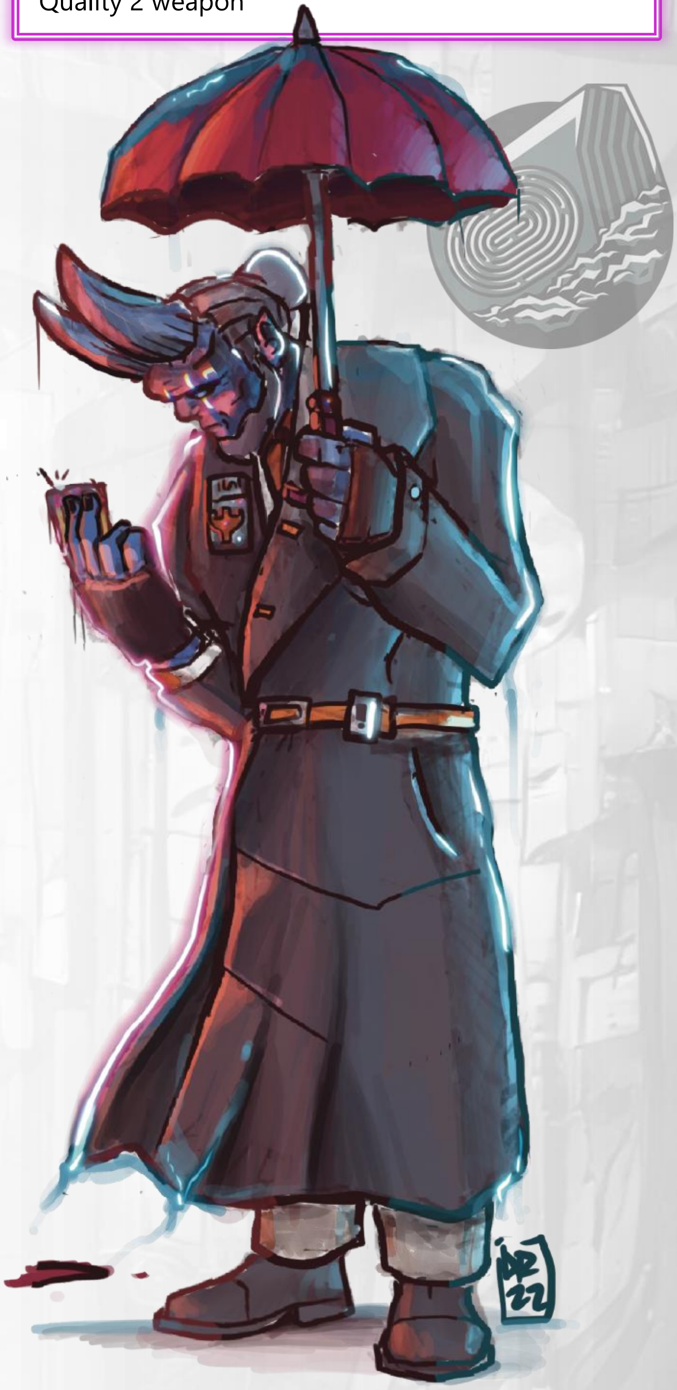
Between the deductive nature of their work and the sometimes-macabre subjects of their investigations, members on this Path are often dispassionate and calculating individuals. Intelligence and logic are valued above all else. Each Inspector may go about their investigations with a unique method, but those individuals who become emotionally affected by their work tend not to last on this Path. While this may not make any given Inspector the most charming individual in a room, their devotion to duty and truth over personal feelings is well respected in NewEdo.

Inspectors are often witness to the gritty side effects of NewEdo's politics. This Path may come under pressure to form conclusions before sufficient evidence is presented, based on the convenience of a particular narrative. Inspectors are aware that they're used as pawns in a larger game, and while they respect the rule of law (and their jobs), they're known for their long memories.

Bonus Skills: Inspectors gain 1d8 in one of **Intuition**, **Investigation**, or **Security** at each Path Rank

Common Backgrounds: Contacts

Starting Equipment: one Quality 1 weapon; one Quality 2 weapon



KIKUCHI MEDIA INC. ●●●●

The MRD has once again been forced to apologize for Inspector Krave, who continues to make seemingly unfounded allegations in the now-cold Yua Jones case.

GRAND NATIONAL TOURNAMENT WILL BE HELD IN NEWEDO FOR THE FIR

Inspectors Path Ranks

Rank 1

Inspectors may try to be dispassionate observers, but they know that the same can't always be said for the subjects of their investigations. Fortunately, people tend to operate in predictable patterns, ones that a cunning Inspector can take advantage of. You may use **Savvy** in place of either **Power** or **Reflex** for the purpose of determining your **Defence**.

Fundamental to an Inspector's job is being able to see the bigger picture, to understand a situation based on its causes rather than just react to its effects. You add a +12% **Pieces of the Puzzle** line to your Fate Card. When you roll this Fate, everything falls into place, allowing you to see either the cause (past) or effect (future) of evidence in front of you. Piecing together a scene in the past is much more definite than extrapolating future results. This power doesn't let you literally see the future; rather, it allows you to draw conclusions about the most likely course of events. You must have at least some evidence for this Fate to work – you couldn't see past events in a random empty room, for example. If you roll this Fate in a combat scenario, you may choose a target opponent, and, at the start of each Round, the storyteller or player controlling that target must declare their next actions to you in advance of your and their Turn. You may communicate this information to your allies with no Action cost.

Rank 2

False Trail (10 Legend, Quick Action) – deductive logic doesn't just find answers for you; it can create confusion for your enemies. When you activate this ability, roll Savvy + Deception and leave a false clue that will mislead whoever finds it. This could be a physical clue to confound someone following you, a false digital fingerprint, or even a misleading social cue that may make others draw the wrong conclusion. If the target of this ability is actively Investigating you, they may roll Perception + Investigation with your original roll total as the Target Number; on a success, they realize the trail is false.

Add +4% to the **Pieces of the Puzzle** line on your Fate Card.

Rank 3

Natural Talent (no Legend or action cost) – your keen observation skills and excellent deductive logic allow you to understand the basics of nearly everything. You gain +1d4 to any Skill roll where you have zero Ranks in that Skill.

An Inspector's logical approach bolsters their emotional fortitude. You add [Path Rank] to your **Resolve**.

Add +2% to the **Pieces of the Puzzle** line on your Fate Card.

Rank 4

Shady (X Legend, Full Action) – look, it's kinda weird but, like... you've learned to speak with shadows. You're not sure if that's magic or if you've gone a bit insane... maybe it doesn't matter. Regardless, you spend some Legend and ask a question (5+ Legend), or even a favour (10+ Legend) of a nearby shadow. Maybe it saw something that happened, or maybe it knows what's around the corner. Spend enough Legend (18+) and maybe that **shadow** will help you out for a scene...

Add +2% to the **Pieces of the Puzzle** line on your Fate Card.

Rank 5

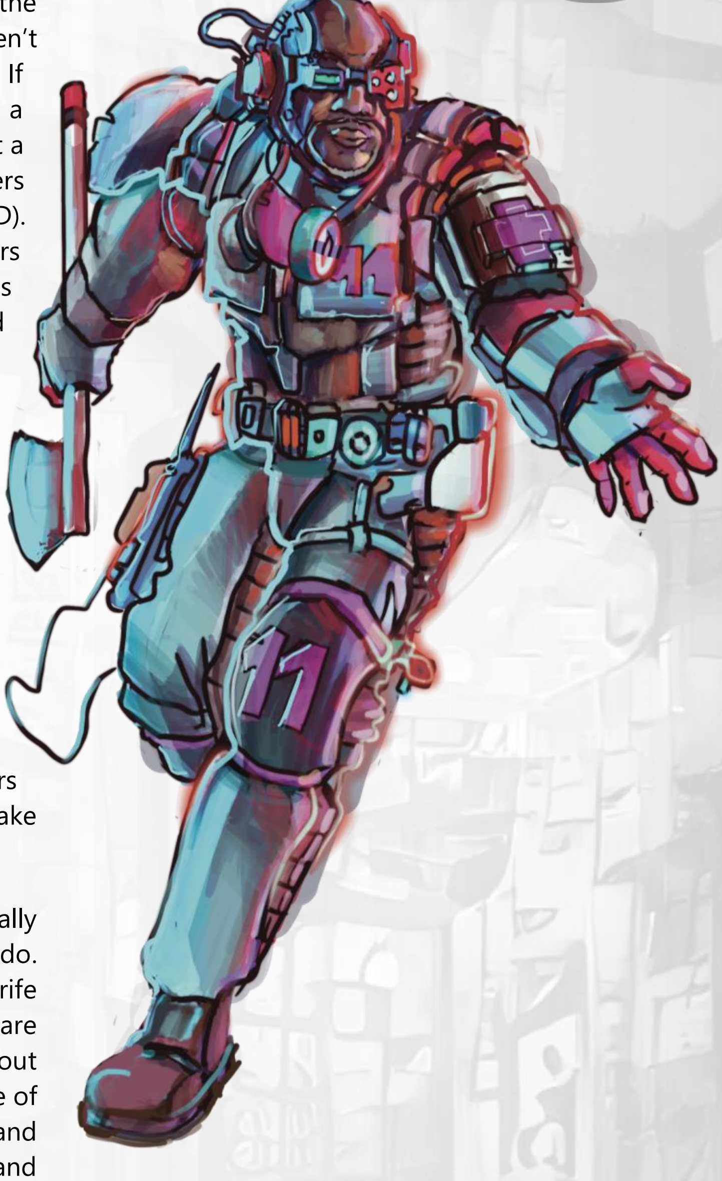
Dominoes (10 Legend, Quick Action Interrupt) – your understanding of cause and effect is deep enough to allow you to tip the balance of chance for or against a specific outcome. Any time anyone – yourself, a friend, or a foe – within 10m makes a basic contest Skill roll, you may spend 10 Legend and use your Quick Action as an **Interrupt** to guarantee that contest succeeds or fails. You may use this ability before or after anyone rolls their Fate (if they would do so). Dominoes can't affect the outcome of an opposed or extended contest – only a basic contest rolled against a static TN. You should describe some interesting, deductive, and preferably convoluted way that your character guarantees the success or failure of that Skill attempt; anything from reflecting sunlight into the eyes of an attacker off your phone screen, to knowing that the passing of a nearby subway will create a brief and minor magnetic tug sufficient to disengage a tricky lock.

RESPONDERS

The Responders are a storied collection of medics, firefighters, negotiators, and other emergency personnel, who are usually the first on scene when something goes wrong in NewEdo. Dispatched from well-equipped neighbourhood stations, Responders tend to develop strong ties to specific areas of the city. Like the rest of the MRD, Responders aren't empowered with any arresting authority. If someone is threatening harm against a citizen, a Responder would feel justified using force to put a halt to that threat (though noting that Responders aren't issued firearms by the MRD). Neighbourhood ties often mean that Responders will be familiar with local criminals, but as long as those individuals aren't a threat to health and safety, a Responder wouldn't feel any obligation to otherwise interfere with them and may even form social relationships with local gangsters based on mutual respect for a particular geography.

This Path tends to attract selfless individuals who put the well-being of their fellow citizens above their own personal gain or safety. Responders are most often doers, not thinkers, though this doesn't mean they're unintelligent – rather, their missions require decisive action. As no two emergencies are the same, Responders typically possess a variety of skills and can make resourceful use of their options at a scene.

Responders, individually and as a Path, typically don't pay much attention to the politics of NewEdo. The city's many and varied conflicts all create strife for the average citizen, and the Responders are there to put out fires and patch up wounds without looking too deeply into the causes. By the nature of their work, which requires high-tech equipment and vehicles, good health benefits, a strong pension, and ample bereavement benefits, this Path creates an expensive line item on the municipal budget. The only times that the Responders have ever become active in politics is when their funding has been threatened.



Bonus Skills: Responders gain 1d8 in one of **Drive**, **Intuition**, or **Medicine** at each Path Rank

Common Backgrounds: Contacts, Followers, Wealth

Starting Equipment: one Quality 1 weapon; may access but not own a basic emergency response vehicle (use the stats for the **Waru Regrets**)

Responder Path Ranks

Rank 1

Stereotypically fit, friendly, and helpful, Responders are a very popular group as a whole, and tend to attract positive attention whether they mean to or not. You add a +3% **Gain 1 point of the Followers Background** to your Fate Card.

It's rare to see a Responder without a VHF radio clipped to their hip or shoulder, even off-duty. Those on this Path form a tight community among themselves and with the other emergency personnel who serve NewEdo. When one is in need, the community is ready to assist. You add a +15% **Call for Backup** line to your Fate Card. When you roll this Fate, at the start of your next Turn one or more low-powered front-line allies arrives on the scene to help you out, appropriate to the situation. This may mean a fire truck arrives to put out a blaze, a surgeon happens to be eating at a restaurant where you need medical assistance, or a retired cop (gun in hand) appears when you and your allies are under fire. These allies will look to you for leadership but can't be commanded like servants. They'll risk their lives as long as there's a public danger but won't assist you for your or your allies' personal gain.

Rank 2

Well-Prepared (10 Legend, Full Action) – a good Responder is ready for any situation. You pull something useful out of your bag, suitable to the scene, within reason: a medkit, a fire extinguisher, a heavy wrench, a ham sandwich, a blowtorch, the jaws of life, etc. This item must reasonably fit in a bag you're carrying. It doesn't appear magically; it's presumed that you just had this item with you by chance.

Add +5% to the **Call for Backup** line to your Fate Card.

Rank 3

You may take the **Assist** action using your Quick Action instead of a Full Action. All other rules for Assist remain the same.

Good Vibrations (5 Legend, no action) – a Responder is keenly aware of the fragility of life in NewEdo and makes use of every opportunity to preserve it. Whenever anyone or thing within 10m of you is healed for any amount of HP, you may tap into that energy to heal yourself or an ally within 3m for [Path Rank x2] HP. This ability can only trigger once per Round.

Add +3% to the **Call for Backup** line to your Fate Card.

Rank 4

A Responder may not be a combatant, but they're not strangers to violence. Having learned to defend yourself and those around you, you may now attack twice when you use your Full Action to attack.

Add +2% to the **Call for Backup** line to your Fate Card.

Rank 5

Progressive Collapse (20 Legend, X Full Actions) – Responders are taught to be aware of their surroundings, identify what might make a bad situation worse, or provide unexpected assistance. You've spent your life around burning buildings and damaged infrastructure and have a keen sense for when some engineered triage should be applied for everyone's safety. When you use this ability, you scan the environment and find some element that can be used to your advantage with the application of a little creative destruction. You target some piece of the scenery – anything from a bridge to a building – and dismantle it, with whatever you've got on hand, in a very short timeframe. The number of Full Actions is determined by the storyteller, but smaller environmental structures (catwalks, gates, etc.) may take one Full Action, while larger structures (bridges, buildings, etc.) may take two, three, or more Full Actions. You may spend an extra 10 Legend to activate your **Well-Prepared** ability concurrently, reducing the necessary actions by one, though Progressive Collapse always requires at least one Full Action to complete.

THE ORDERLY BENEFICENT ASSOCIATION

Paths: Architects, Kyodai

The Orderly Beneficent Association (OBA) is a dichotomy in NewEdo. They don't shy away from the criminal nature of their endeavours, but they also uphold themselves as the staunchest of the city's defenders, particularly of the downtrodden. Unabashed gangsters, the OBA runs NewEdo's nights, controlling everything from gun-running to forgery to prostitution. By day, they participate in community groups, teach martial arts to youth for free, and volunteer at museums and cultural centres. Their detractors say that the community efforts of the OBA are no more than a spin campaign designed to provide a social buffer for their criminal activities… but in the communities they help, they're viewed as heroes who resist the callous power of the police, the corporations, and the Court of the Moon.

Politics

The OBA treats NewEdo's politics like a business, or a war. They're hyper-aware of where the political breeze is blowing, sensitive to any shift that would harm their profit margins. With their ostensible respect for the Empire's traditions and a somewhat dismissive view of the aggressive progressivism of the 21st century, the OBA often finds itself politically allied with the Eiko. OBA members sometimes participate openly in the city's politics but usually prefer to play kingmaker, funding or influencing political campaigns that suit their agendas.

Methods

While they don't shy away from bloodshed to make a point, the OBA tries to keep a civilized air about their businesses. The OBA is mindful of its reputation among the masses and abhors petty crimes that target individuals – no OBA member would steal a car or mug a citizen in a dark alley, and if they did (and were found out), they would be made a quick example of by their (former) compatriots.

The OBA runs NewEdo's gambling dens and bookies, protection rackets, smuggling rings (including arms dealing), bootleggers, and forgeries. Many OBA services are in high demand in their communities, where citizens sometime chafe under the moral orthodoxy of the ruling Court. Ambitious OBA members may participate in less benign rackets, including prostitution and narcotics, although the closer a particular line of business comes to having individual victims, the more likely it's to cause internal strife in the Association.

Organization

The OBA is broken up into syndicates who focus either on a particular geography or a specific line of "business" in NewEdo. The syndicates often identify themselves as families and encourage new members to take on a clan name, symbolically sacrificing their past to embrace their new blood kin. Structured on a feudal lord-vassal framework where lower tiers of officers owe allegiance, soldiers, and a percentage of income upwards, the highest tier of any syndicate is made up of incredibly wealthy, though often isolated, individuals. The leaders of NewEdo's various syndicates may take different titles for themselves, depending on their politics and history, but are collectively known as the *Atama*, or Heads.

The syndicates of the OBA don't all get along, and internal conflict is a way of life. Traditional families dislike the dirty money (and bad press) that the narcotics syndicates accrue. A clan whose primary racket is gambling may seek to expand into neighbouring districts where they perceive a vacuum, but the families of those districts will likely take umbrage with the intrusion, whether or not there's money to be made. These inter-OBA struggles are usually bloody but short and tend to be resolved by canny deal-making by the Atama. There are many tales, though, of violent nights that end in the complete obliteration of a clan who overreached…

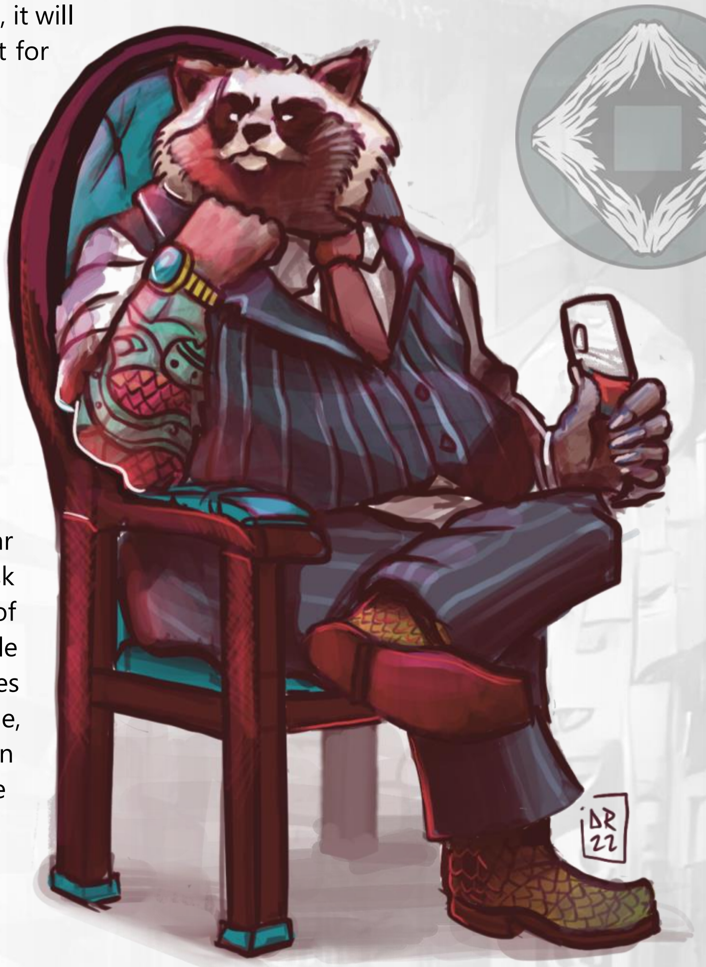
ARCHITECTS

Charming, connected, educated, and politically savvy, the Architects are the face of the Orderly Beneficent Association. Whether running a business or running for office, Architects are responsible for the OBA's public reputation in NewEdo. When a Kyodai loses her temper and blows up a restaurant, an Architect will go on record to say it was a gas leak; when a political riding begins to favour the law and order opposition, an Architect will be sent in with an unlimited campaign budget to boost the friendliest candidate; and when corporate buyers begin to question the supply chain of an OBA business, it will be Architects who take the buyer's Board out for a convincing dinner.

Architects tend to be well dressed and well coifed, preferring the kind of expensive clothes, cars, and company that shows off their success. Individuals on this Path rarely lack confidence and tend to have a variety of social tools on hand to get their way. Depending on their syndicate, some Architects may favour unsubtle intimidation to achieve their ends, while others may pour the sweetest of sugar in their enemies' ears.

Seeing themselves as leaders, Architects are far more likely to send soldiers into battle than risk their own skin. When faced with the threat of violence, they prefer to find mutually agreeable solutions and often have the resources available to make powerful promises. Of course, they have the backing of the syndicates, and an Architect's threats are dismissed by only the most ignorant of enemies.

Architects like to think they straddle the divide between the past and the future of NewEdo. Like their Kyodai soldiers, many Architects have risen from nothing, an arduous process that involves the diligent application of respect, duty, and cunning. They pay homage to the traditions of the Empire because the Empire and its structures allowed the OBA to grow in power. Once they've risen, though, many Architects seek mostly to preserve their status quo position as the lords of NewEdo's underworld. Balance is important; change, less so.



KIKUCHI MEDIA INC. ●●●●

Abara Toru, CEO of the Yashin Corporation and leader of the Toru Syndicate, has made a massive ¥1,250,000 donation to the political campaign of Artorus Crisp, which will greatly aid Crisp's re-election efforts in Asakura this fall.

ITO THIS MORNING, WHERE BLOOD-STAINED TIMBERS ARE ALL THAT RE

Bonus Skills: Architects gain 1d8 in one of **Commerce**, **Deception**, or **Intuition** at each Path Rank

Common Backgrounds: Contacts, Soul, Status, Wealth

Starting Equipment: one Quality 3 weapon

Architect Path Ranks

Rank 1

An Architect is keenly aware of their own brand and has to project strength or risk being overlooked. You may substitute **Power** for **Heart** while determining your **Resolve,** if you wish.

The threat of physical violence is useful, but its results tend to be simplistic. Architects prefer more subtle and sophisticated forms of influence. You add a +15% **Leverage** line to your Fate Card. When you roll Leverage, you realize that you have some form of influence over someone within 10m of you. This power only works on targets with equal or lower Path Rank as you. The form this Leverage takes is up to you, within reason. This Fate works best when you have a Background above Rank 1 that you can use for that Leverage – for example, with **Status** you might say that the target's family owes fealty to your family; with **Wealth**, you may own part of a company that employs the target; with **Soul**, you may be a distant and venerable relation of the target, etc. If you don't have any appropriate Backgrounds, you may make up a baser reason for your Leverage, like blackmail. Regardless of the form it takes, this Leverage allows you to demand a favour from the target. Your leverage is insufficient to ask someone to hurt a friend or themselves directly, but they may abandon a fight or stop acting against you temporarily. Depending on the source of your Leverage and the way you exercise it, though, the target may end up holding a grudge against you…

Rank 2

Architects are expert negotiators, knowing when to offer a carrot and when to apply the stick. You add [Path Rank] to all **Commerce** and **Intimidation** Skill rolls.

All Architects spin a web, one intended to protect and bolster their position in the city. You add a +3% **Gain 1 point of the Wealth or Status Background**" to your Fate Card.

Add +5% to the **Leverage** line on your Fate Card.

Rank 3

Overbear (12 Legend, Quick Action Interrupt) – the impact of your personality has become strong enough to tangibly affect those around you. You may use a Quick Action **Interrupt** to attempt to interfere with whatever a target within 10m is doing on their Turn. Roll your Presence or Power + Eloquence or Intimidation versus a TN of the target's Resolve. If you succeed, the target's action is wasted, and any Legend they spent in the attempt is also wasted.

Add +3% to the **Leverage** line on your Fate Card.

Rank 4

While unfortunate, violence is unavoidable and pain must be born with dignity. Bodily harm is no longer sufficient to detract from the force of your presence. **Wound penalties** aren't applied to your social Skill rolls.

Effects that would increase your Backgrounds, including **spending XP**, rolling Fates, and those granted for free by the storyteller, are doubled if you can find a way to work some service to your community into your stories and actions.

Add +2% to the **Leverage** line on your Fate Card.

Rank 5

Fukudo (18 Legend, Full Action) – an Architect of this power isn't someone to be crossed. When you activate this ability, for the remainder of the scene anyone wishing to attack or act against you must first use a Quick Action on their Turn to engage in an opposed contest of their Heart + Survival or Meditation versus your Presence or Power + a social Skill of your choice (your roll does not require an action by you). Anyone who fails may not act directly against you while within 500m of you for the remainder of the scene. Those who succeed may act normally and are immune to Fukudo until their next Rest.

KYODAI

The street soldiers of the OBA, Kyodai make up the rank-and-file membership of the organization. Often hailing from disaffected or ostracized backgrounds, the Kyodai have come to view their brothers and sisters in the OBA as their true family and treat each other appropriately. Fierce loyalty, deep affection, and violent, passionate feuds are all common among these soldiers, but regardless of their internal politics, a Kyodai will gladly lay down her life to prove her loyalty, and honour, to the clan.

Like most OBA, the Kyodai make no effort to hide their allegiance to the organization. Tattoos are common among them, and they view their ink as a record of their successes and a commitment to their syndicate. Bold personalities and a nearly palpable sense of pride and honour often define those on this Path. Many Kyodai don't start out as criminals; rather, as youth, they find the OBA to be a welcoming family that may surpass the bonds of their biological roots (if they have any at all). Clan titles and traditions create an appealing structure for some who harbour chaos in their souls, and those who find themselves on this Path are able to embrace that duality and thrive.

Individual Kyodai are shamelessly proud of their elevation from the streets, and despite some of the OBA's insidious internal conflicts, the organization is recognizable as a meritocracy where the smartest and strongest succeed, rather than those born to wealth. Kyodai tend to march to whatever tune the Architects are playing and reflect the political cues of the leaders of their syndicate. These soldiers recognize that they're pawns in a greater game – they either take comfort in that freedom and live their lives to the fullest or seek to elevate themselves and escape this Path completely. Kyodai who survive more than a few years on the streets of NewEdo are some of the most resolute citizens of the Empire.

Bonus Skills: Kyodai gain 1d8 in one of **Banter**, **Gambling**, or **Intimidation** at each Path Rank

Common Backgrounds: Contacts, Wealth

Starting Equipment: one Quality 2 weapon; one Quality 3 weapon

Kyodai Path Ranks

Rank 1

Kyodai work best in a team, where each member contributes their strengths and shields the weaknesses of their allies. You add a +3% **Grant Ally Full Action** line to your Fate Card.

Killing an enemy can be an effective end to an argument, but one that comes with difficulties in a society that eschews wanton violence. Kyodai have found other ways to make their point and at the same time add to their own Legend. You add a +12% **Leave a Mark** line to your Fate Card. When you roll this Fate, choose a target within 10m who has an equal or lower Path Rank as your own. If you're in combat, use a Full Action to automatically score a hit with your equipped weapon against that target; this attack does 5 points of Kinetic damage and scars your target in some very obvious manner of your choice. You can put out an eye or cut off a finger or leave a facial scar, etc. This damage isn't sufficient to disable your target in the long run, but the psychological effect of your attack immediately puts them out of action for the scene. **Any further damage by you or your allies will shake them out of their shocked state.** Out of combat, this Fate lets you make one threat or cutting remark as a Full Action that the target will never forget, and their **Resolve** is reduced by 10 points for the remainder of the scene. Whether used in or out of combat, your target isn't likely to forget you for a long time…

Rank 2

Kyodai are bolstered by the presence of their allies. Your Resolve is increased by 2 for every ally within 5m.

You have come to perfect the shocking brand of your personal style of violence. Any single attack you perform that does 12 or more points of damage automatically applies the **Bleeding** status to that target, doing an additional [Path Rank] Kinetic damage on each of their Turns.

Add +4% to the **Leave a Mark** line on your Fate Card

Rank 3

Kyodai are soldiers who must fight to survive. When you use your Full Action to attack, you may now make two attacks against the same or different targets.

Add +2% to the **Leave a Mark** line on your Fate Card.

Rank 4

Sacrifice (X Legend, Full Action) – Kyodai are willing and able to bleed to save their allies. You inflict X points of Kinetic damage to yourself and then heal an ally within 3m by X HP.

Add +2% to the **Leave a Mark** line on your Fate Card.

Rank 5

Gather the Troops (25 Legend, Full Action) – having survived this long, you've become a Legend within the Association. Youngsters and would-be gangsters vie for your attention and seek to gain your favour. In any situation where you need backup (or cannon fodder), you may Gather the Troops. You send out a call for soldiers (via email or runners or a dedicated node) and roll your Presence (Trait only). A number of young soldiers (use the **Thug** stat block on page 288) equal to your Presence roll will arrive at a meeting place set by you within an hour, ready to lay down their lives for you.

These soldiers must be given a specific mission to accomplish or help you accomplish. They'll obey your orders, including with regard to how many or few laws they should be willing to break on their mission. They'll willingly die if cornered, though they're still subject to social rolls that target their Resolve. If any are arrested, they'll attempt to obfuscate your involvement in anything illegal, though it should be noted that these troops aren't exactly criminal masterminds. Once your mission is completed, or an obvious failure, any surviving troops will disperse back to their regular lives. It's up to you how much or little recognition you give your soldiers.

UNALIGNED PATHS

Paths: ronin, the Bozu, Ghost Talkers, Clan Onikiri, Onmyoji

Not every Legend is suited to the type of cause that the Factions identify with. The following four-plus-one Paths are unique, in that their members may or may not even recognize being part of a greater group. While the intensity of internal control varies between these Paths, the personalities who seek them out tend to want to avoid the politics of the city for one reason or another. That doesn't mean that these Paths don't have their own politics, or an agenda for the future of the Empire. But by the very fact of being unaligned, these Paths generally take neutral stances with regard to other Paths.

Alliances, and feuds, do occur, though, and the Factions sometimes make efforts to recruit whole Paths into their fold. The most obvious and current example is the Tekun Alliance's appeal to the Bozu, who share a similar distrust for the hard-nosed traditionalists of the Empire. The status of that exhortation is uncertain and is complicated by the Bozu's natural recalcitrance.

These Paths are just a sample of the innumerable schools of learning that exist outside of the primary Factions of NewEdo. Personalities arise in the Empire, growing in power and influence that reflects their particular Legend rather than the politics or motivations of existing Factions. These personalities may gain followers who seek to emulate or propagate that Legend, which in turn may eventually give rise to new Factions. In the meantime, those individuals are viewed as exceptions, forging their own trail through the meandering Fates of Balance and Change.

Ronin

Players wishing to create a character with absolutely no Path alignment or obligation are free to make a ronin character. Ronin are unaligned personalities in the Empire, with histories (and futures) as varied as the kami. These characters are unbound from the expectations and influence of a Path, but in turn have no one to learn new abilities from. Ronin gain Legend and Rank the same as other characters, but there are no abilities associated with those Ranks.

Creating a ronin character is no different than creating a character on a Path – you follow the **Priority** process defined in Chapter 4, except you never choose a Path. You still need to define a Legend for your character, and they'll require a **Lineage** (and Culture). Work with your storyteller to develop the *who* and *why* of your character. There are infinite stories in the Empire; yours may be the lynchpin of an era-changing adventure.

Ronin characters may gain a free 1d8 Focus, in any Skill of their choice, at each Path Rank.

Ronin start with a Quality 3 weapon.

THE BOZU

The Bozu are bikers, drifters, and anarchists with a penchant for flair. Where the Tekun's **Seibishi** are engineers, Bozu have a much more intuitive approach to machines, one that doesn't always make sense. Particularly fond of their vehicles, Bozu tend to ride in gangs of tricked-out machines, whooping, drinking, and generally disturbing the peace of NewEdo's streets.

Subtlety isn't a common trait among the Bozu, whose members view it as a badge of pride to announce their dissatisfaction in their clothing, hair, tattoos and, especially, the modifications to their vehicles. Nor is practicality high on a Bozu's list of priorities, falling far behind speed, power, flashing lights, sparklers, guns, loud music, sex, bright colours, guns, shenanigans, and guns. Logic and safety don't enter into the equation.

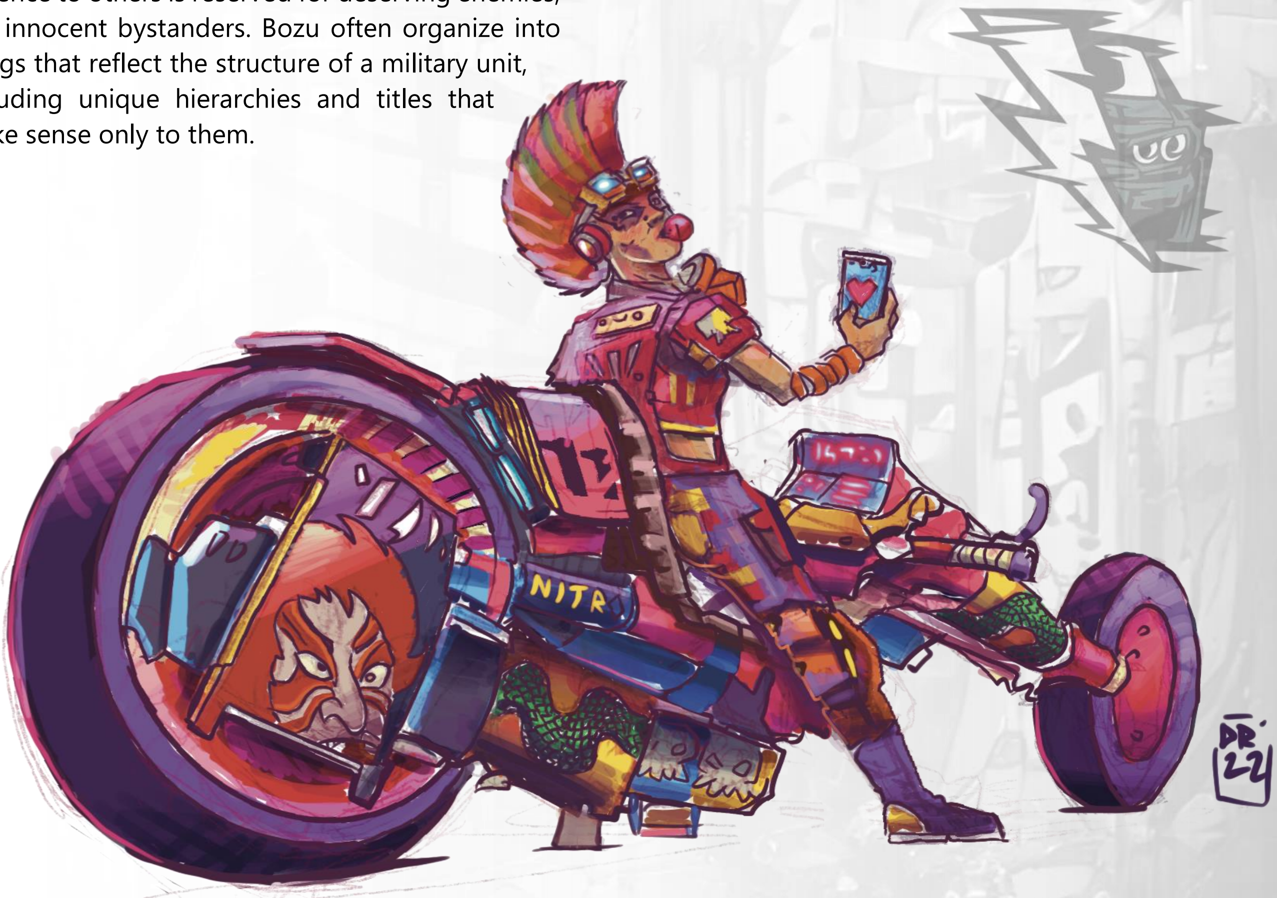
Although generally seen as thugs, the Bozu adhere to a code of honour rooted in a distant military past; they view possessions as shackles and would as happily set fire to a building as a cigarette, but violence to others is reserved for deserving enemies, not innocent bystanders. Bozu often organize into gangs that reflect the structure of a military unit, including unique hierarchies and titles that make sense only to them.

Bozu view politics as a disease, but they reserve a special animosity for the entrenched wealth and class structure of the Empire. They have a loose relationship with the Tekun that's based more on a common enemy than a unified view of the future, and most Bozu see the Alliance as no more than the lesser of two evils. The Bozu reject the established structure of the Empire and are intent on watching it burn – but they don't necessarily need to wait for the future for that...

Bonus Skills: Bozu gain 1d8 in one of **Drive**, **Hardware**, or **Rally** at each Path Rank

Common Backgrounds: Contacts

Starting Equipment: one Quality 1 and one Quality 2 weapon; a Quality 1 vehicle



Bozu Path Ranks

Rank 1

Bozu thrive on adrenaline, pushing their own limits for the sake of thrills and laughs. Death and dismemberment are an unfortunate side effect of their lifestyle, and they quickly learn that what doesn't kill you only makes you stronger. All Bozu are immune to the **Afraid** status condition and can't be Intimidated.

Whether or not a Bozu is aware of it, those on this Path often attract the attention of the kami; particularly the kami of noise, change, chaos and shock. You add a 15% **Elemental Chaos** line to your FC. When you roll Elemental Chaos, your next attack this Turn hits automatically and causes Elemental damage instead of Kinetic. You may choose what type of element your attacks trigger, and while that choice is only for style or roleplaying purposes, it does also inflict the **Burning** status on your target regardless of what element you choose.

Rank 2

Bozu have an almost spiritual relationship with their gear. You add [Path Rank] to all **Drive** and **Hardware** rolls.

When in or on a vehicle, you gain [Path Rank] points of Kinetic **Soak,** and all damage you do is increased by [Path Rank].

Add +5% to the **Elemental Chaos** line on your FC.

> *FUCK YASHIN, FUCK THE COURT, FUCK NEOSAMA THOSE FUCKING PIGS, FUCK THE EIKO AND FUCK YOU UNLESS YOU TAKE TWO STEPS BACK REAL FUCKING QUICK.*
>
> Serious Kim, Bozu

Rank 3

One can't cheat fate... but you can certainly entice her. Bozu embody the phrase "pushing your luck," as the more extreme they become, the luckier they get. Your **Biofeedback** chance (percentage) and your Ranks in **Shinpi** (as an integer percentage) are added to the Critical line on your Fate Card. This doesn't negate or cancel your Biofeedback Effect – you just add an equal percentage chance to your Critical line. For example, if you have a 2% Biofeedback chance, and 18 Shinpi (1 Rank), you'd add 2% + 1% = 3% to the Critical chance line on your Fate Card.

Buying ammunition just feeds the military industrial complex, and a Bozu would rather save their scant cash for sex and pizza. Your weapons, and those of any allies within 8m, are considered to have unlimited magazines and never need to be reloaded.

Add +2% to the **Elemental Chaos** line on your Fate Card.

Rank 4

Bozu prefer fun over violence but are known to make the best of both worlds. You may now attack twice as part of your Full Action.

Add +3% to the **Elemental Chaos** line on your Fate Card.

Rank 5

Ignite (18 Legend, Full Action) – a Bozu's disregard for personal possessions eventually manifests itself via flammable derision. Using some vaguely plausible excuse (a bullet, a cigarette, etc.), you may cause any stationary but unoccupied **vehicle** to explode. This ability has numerous potential ramifications, including collateral Elemental damage, subject to storyteller input. Ignite is only effective against vehicles of Quality 2 or lower that are within 10m of you. The explosion radius is at least 3m and possibly more, depending on what was in the vehicle...

GHOST TALKERS

The Ghost Talkers are the prophets of a machine future. Wizards, hackers, and psychopaths, Ghost Talkers have only a tenuous grasp on physical reality, as they view the mundane realm through the lens of binary code that exists outside of 3D space. Differing wildly from individual to individual, the only common thread between these lunatic savants is their drive to transcend.

The Empire isn't the most technologically advanced nation on the planet, but few citizens recognize that fact due to the localized and limited nature of the global **dataweb**. Ghost Talkers, on the other hand, tend to be precisely aware of the Empire's technological limitations. Some seek to pull the Empire into the race for the future, while others simply take advantage of the lackadaisical digital security that most corporations and families employ.

Adherents to this Path are known for their faraway gaze and easily distracted personalities, as their minds connect to, and get lost in, remote networks not designed for biological access. They tend to have a poor sense of "normal" time, as data loads and code sequence take precedence over units of time derived from the planet's rotation around a ball of nuclear fusion. Path members don't gather in any sort of recognizable organization but can form random-seeming attachments to places, people, or ideas.

Ghost Talkers are motivated to transcend the physical realm, a goal that takes them down innumerable different philosophical, metaphysical, and academic paths. Some seek to simply upload their consciousness, leaving their physical form behind, while others have more esoteric ideas of transcendence. This imperative may set a Ghost Talker on a multitude of paths, conflicting or allied with the various Factions of NewEdo.

Bonus Skills: Ghost Talkers gain 1d8 in one of **Computers**, **Intuition**, or **Security** at each Path Rank

Common Backgrounds: Contacts, Soul

Starting Equipment: one Quality 1 weapon

Ghost Talker Path Ranks

Rank 1

Ghost Talkers recognize the kami as extradimensional beings, hallucinations, or pioneers who got to the cheat code first. You gain +5 Shinpi and get access to the following kami – **Language**, **Light**, **Numbers** – and may learn 3 Rotes from among their lists. You may choose a **Mikata** from those kami or from the following alternatives: Clocks, Dreams, Sparks, Solitude.

Add +5% **Time Skip** line to your Fate Card. On a Turn where you roll Time Skip, you know that once you finish your movement and actions for the Turn, you'll skip forward in time to your next Turn. The rest of the world continues as normal, but you're gone from the physical realm while you're Time Skipped. You can't take Interrupt Actions outside your Turn while Time Skipped, you can't be seen or targeted, and you're only loosely aware of your surroundings as the world speeds past you in the fourth dimension. You can't understand anything that's said during your skip. As your next Turn approaches, time begins to reconcile you with the world. At the start of your next Turn, you may use as much of your Move as you desire, and then return to normal time using either a Quick or a Full Action (your choice). You can't take any Actions that affect the normal world while skipped, but you can place yourself to the best advantage for when you return. If you don't take an Action to return yourself to normal time, you're dumped back into the timestream with no Actions to spare, and your Turn ends.

Rank 2

Ghost Talkers have a way with code that would be considered a national threat, if only the Empire knew how to quantify it properly. You add [Path Rank x 2] to all **Computers** rolls.

Buffering 1.0 – the first successful inimical roll against you during any scene (whether an attack or a social roll) has its effects reduced to nothing. The roll is considered to have succeeded, but you suffer no ill effects from the attempt (damage or social outcomes).

Add +10% to the **Time Skip** line on your Fate Card.

Rank 3

A well-studied or wildly insane Ghost Talker begins to break apart the edges of reality around them. You gain access to the following Kami: **Divination**, **Machine Language**, and **Electricity**. You learn 3 new Rotes, which may come from the list of any kami you have access to.

Add +3% to the **Time Skip** line on your Fate Card.

Rank 4

At this Rank, you begin to manipulate time in the opposite direction, speeding yourself up relative to those around you. This isn't a reliable ability that you can summon on command; rather, you must wait for the Fates to intervene, granting you the rare opportunity to accelerate in time. You add a +3% **Gain Extra Full Action** Line to your Fate Card. When you roll this Fate, you may take an extra Full Action immediately after your first, which may allow you to cast more than one Rote, make extra attacks, or take other tactical actions after your first.

Buffering 2.0 – like Buffering 1.0, but now the first inimical roll against you by *every* being or NPC during a scene has its effects reduced to nothing.

Add +2% to the **Time Skip** line on your Fate Card.

Rank 5

Avatar (25 Legend, Full Action) – Ghost Talkers dream of electric evolution, seeking to surpass their meat-and-bones bodies. Those that reach Rank 5 in their Path achieve that dream. When you activate Avatar, you take on your true form, one not bound by the limitations of Lineage. This new form can be anything that suits your imagination – biological, machine, ephemeral, or any combination thereof, but you can't imitate another individual. While in your Avatar form, you can only speak in code that's unintelligible to most mortals. You may elect to change your **Size** by 1 point (becoming either larger or smaller), you can fly at your **Move** speed, and you're immune to Elemental damage. If you increase your Size, your HP increases by 30, or if you decrease your Size, your Move speed increases by 5m. You can also trade your points between your **Core Traits**. For example, you can reduce your Presence by 10 to add 10 to your Power; there's no limit to how many points you can shift in this way, though, noting that your lowered Traits affect you negatively as much as your increased Traits affect you positively (impacting your Derived Traits, etc.). This transformation lasts for one minute, or until you reach 0 HP (you can't burn Legend in your Avatar form). You may elect to take on new forms every time you use this power, though many Ghost Talkers come to favour one or two forms that perfectly reflects their evolved persona. When you revert to your normal body, you gain one level of **Misery** that lasts until your next Rest.

CLAN ONIKIRI

The Onikiri are monster hunters, and they seek to destroy the demons that threaten civilization. This clan credits itself with the origination of fire as a means of keeping back the darkness, and to this day they value efficacy over politics. An ancient clan, the Onikiri respect tradition and honour – after all, what good is photo sharing against the demons in the dark? – but are also very flexible when it comes to the tools of their trade.

NewEdo is, for the most part, a civilized place, where sentient beings do far more harm to each other than is done by monsters in the night. But the Empire has a long, rich history of mythology, and its citizens have very active imaginations. Yokai aren't the only beings dreamed into existence by the belief of the population, and every new anxiety and social pressure creates new nightmares that build on the fears of the past. Clan Onikiri is always vigilant, knowing that a peaceful season just gives people more time to concoct new horrors.

Onikiri are known to be taciturn and pedantic, studying old tomes and forgotten nodes to find the root of local evils and the means by which to kill them. These slayers value objective truth over political ends or ideological posturing and have trouble maintaining long-term alliances for this reason. They don't typically care about where on the cycle of Balance and Change they are, knowing that they're likely to die before it matters.

Their pragmatism leads Onikiri to use every means necessary to achieve their ends, and they're generally as adept with technology as they are with magic. An Onikiri is rarely picky when it comes to their allies – the good ones are always helpful, and the bad ones make great demon fodder.

Bonus Skills: Onikiri gain 1d8 in one of **Investigation**, **Arcana**, or **Survival** at each Path Rank

Common Backgrounds: Contacts, Soul

Starting Equipment: one Quality 1; one Quality 2 weapon

Clan Onikiri Path Ranks

Rank 1

First and foremost, Onikiri are monster hunters. You add [Path Rank] to all Arcana and Investigation rolls.

Onikiri learn that fighting smart is often more effective than hitting hard. All damage done or caused by an Onikiri ignores a target's **Soak** and **Resistance** ratings against all damage types. This applies to damage done personally, by weapons or fists, or by damaging Rotes, environmental damage, or even damage done by their pets (see Rank 3).

Not all Onikiri hunt for selfless reasons. This Path teaches its adherents to consume, and absorb, some of the power of their adversaries to better equip themselves for their next hunt. Onikiri add 10% **Absorb Power** line to their Fate Card. When you roll Absorb Power, if you kill a being this Turn, you gain a permanent 1% addition to your own Fate Card, reflecting the nature of that being's power (as determined by the storyteller). For example, if you defeat a fire-proof demon, you may gain "1% 'Immune to Elemental Damage this Combat'" line. Or if you defeat an insane water kami, you may gain a "1% 'Heal 5 HP'" line to your Fate Card. Clan Onikiri doesn't advertise the fact that their Absorb Power Fate works on mundane adversaries as well as it does on monstrous ones...

Rank 2

Magic is an undeniably useful tool, one that Clan Onikiri embraces to augment their abilities. You gain +5 Shinpi, have access to the following Kami – **Insects**, **Language**, **Weather** – and may learn 2 Rotes from among their lists. You may take one of those kami as a **Mikata** or choose a Mikata from the following: Books, Locks, Paths, Silence.

Add +3% to the **Absorb Power** line on your Fate Card.

Rank 3

An Onikiri who survives this long learns that its always wise to have someone watching your back. You may create a **pet**, which may be an animal, robot, or kami, depending on your personal style. See Appendix A on page 268 for pet creation rules and how they may interact with your character and the world.

Onikiri become inured to the attacks of NewEdo's supernatural creatures. You gain [Path Rank] Elemental and Arcane Soak and are immune to effects that would reduce your **Resolve**.

Add +2% to the **Absorb Power** line on your Fate Card.

Rank 4

You continue to unlock the secrets of the kami, adding their abilities to yours. You gain access to the following kami – **Knowledge**, **Earth**, **Fire** – and may learn 2 more Rotes from the lists of the kami you have access to.

Add +5% to the **Absorb Power** line on your Fate Card.

Rank 5

Hunt Down [18 Legend, multiple Full Actions] – this ability allows an Onikiri to locate any target, down to the building and floor they're on or the entrance to the cave they inhabit. You must have a biological sample of your target to use this ability, or if it has no physical form you must know its true name. While each Onikiri manifests this power differently – some use technology and data records while others train hunting wolves to sniff out their prey – this ability will eventually, unerringly, bring you to your target. Hunt Down requires an extended contest, and you may roll Perception or Savvy combined with either Survival or Investigation, depending on the nature of your hunt. The Target Number is determined by the storyteller and depends on how hard the target has attempted to hide their tracks – a corrupt but inept financier may have a TN of 20, a suspicious but flashy gangster may have TN 50, or a reclusive assassin might have TN 90 or more. You must roll your Fate for each attempt. Each roll takes up 16 hours, and the Onikiri can only make one roll per day. A Botch on any Fate roll ruins the entire attempt and may alert your target to your efforts. The Onikiri tend to keep this ability a closely guarded secret, as it represents a significant threat to NewEdo's more secretive individuals and beings.

Add +5% to the **Absorb Power** line on your Fate Card.

ONMYOJI

Traditional sorcerers who practise a form of magic that dates back thousands of years, Onmyoji used to provide esoteric services to the high courts of the Empire. Known for their skills in divination, affinities, cosmology, numerology, and summoning, Onmyoji enjoyed a lofty social status garnered as much by their political machinations as their magic. But they were susceptible to the same politics that gave them power, and eventually the Onmyoji fell out of favour, replaced by spirit whisperers, prophets, organized religion, and eventually technology. Modern Onmyoji may or may not hold a grudge against politics and the Court of the Empire, but their unique and changeable style of magic has made them outsiders.

Secretive and cabalistic, this Path attracts individuals who yearn to delve into the kind of mysteries that even the kami avoid. Each Onmyoji adopts a mystical style that flavours their powers; a numerologist may scribble arcane formulas, a geomancer may make magical powders from gemstones, or an astronomer may draw power from the positions of the stars. The varying means by which different Onmyoji summon their powers make it unclear if they're creating magic via their rites or are instead only finding a focus by which to evoke some power natural to the individual. Either way, the Onmyoji possess a unique and adaptive set of abilities.

Onmyoji have a structured and hierarchical society and can go years without leaving their temples. When they do emerge, there's usually a reason with significance, and Onmyoji are often seen as the harbingers of change – though whether for better or worse is always a key question. Those citizens who understand the full history of the Onmyoji tend to view them suspiciously, but in modern NewEdo, Onmyoji are mostly seen as anachronists and quirky eccentrics.

Onmyoji don't require the intervention of the kami to create their magic. Their Path doesn't grant or require Shinpi, though there is nothing preventing Onmyoji from learning Shinpi elsewhere.

Bonus Skills: Onmyoji gain 1d8 in one of **Arcana**, **Eloquence**, or **Sleight of Hand** at each Path Rank

Common Backgrounds: Soul, Wealth

Starting Equipment: one Quality 3 weapon

Onmyoji Path Ranks

Rank 1

Onmyoji are academically interested in the kami but don't rely on them for their magic. They have learned to deflect the attention of the kami as a means of preserving their own ancient rituals. As such, the Target Number of any Rote cast on or against you is increased by [Path Rank x 2], which applies to both harmful and beneficial effects.

The first trick an Onmyoji learns is that of sympathetic resonances. You add a +15% **Item Affinity** line to your Fate Card. When you roll Item Affinity, you may choose any unaffixed item you can see within 10m, and that item will be translocated to one of your hands immediately. You may drop or stow whatever you're carrying in one or both of your hands when you roll this Fate before you summon the target item to you. Item Affinity isn't impeded by physical barriers (such as glass) or how tightly someone is gripping the item, but you must be able to see your target. The item must reasonably be able to be held or carried, if not used, in one hand for this Fate to work.

Rank 2

At this stage, an Onmyoji has unlocked a deeper relationship with their mystical art. You start each Round with one **Onmyodo** point. You may use your Onmyodo Point with a Quick Action on your Turn, generating one of a variety of effects. You may choose from the following effects each time you use an Onmyodo Point:

- Add [Path Rank x2] to one of your **Move**, **Defence** or **Resolve** until the start of your next Turn.
- Add [Path Rank] to the result of any one Skill roll this Turn.
- Gain the ability to see in the thermal spectrum to a distance of 10m until the start of your next Turn.

- Immediately create one brief, harmless mystical effect with a 10m range – a puff of smoke, a flash of light, some non-violent erratic behaviour from an electronic device, an unintelligible sound.
- Direct your magic to harm a target in a manner suitable to your style. This only works on a target whose blood you've already shed in some way within the past hour, creating a bridge between you. The target must be within 3+[Path Rank] metres, you don't need to make an attack roll, and you do [Path Rank]d6 Arcane damage to them.

Add +5% to the **Item Affinity** line on your Fate Card.

Rank 3

Foresight (12 Legend, Quick Action) – every Onmyoji is taught the fundamentals of divination. Regardless of your Initiative, once you activate this ability you may decide at which point in the Round you'd like to take your Turn for the remainder of the scene. The initial choice is made when you activate this ability, and you may change your Initiative at will through the Round (though you can't gain extra Turns by reducing your Initiative after you act).

You begin to understand the pattern of your own weave and can manipulate your thread of Fate. Add a 3% **Regain [Path Rank x 2] HP or Temporary Legend** line to your Fate Card.

Add +5% to the **Item Affinity** line on your Fate Card.

Rank 4

As you expand your research you gain additional uses for your **Onmyodo** point as follows:

- You may teleport a distance equal to your [Move / 2] in metres. Physically moving before or after you teleport in a Turn will reduce the distance you're able to teleport by an equal amount of metres. You don't have to see your destination to teleport to it, though being unsure of your arrival point is often risky…
- You may reduce one target's Move for the Round, or their next attack or damage roll, by [Path Rank].
- You may dispel a **status effect** from yourself or an ally within 8m.

Add +5% to the **Item Affinity** line on your Fate Card.

Rank 5

An Onmyoji who reaches Rank 5 becomes powerful enough to imbue some of their magic into an item or creature as a sort of homunculus. You may decide the physical form this arcane servant takes, which may be anything from a black cat to an animated umbrella. Use the **pet creation rules** in Appendix A to build your homunculus, choosing between the animal or kami creation options. While the roleplaying (superficial) form of this ability is more open-ended than the standard pet creation rules, your homunculus otherwise abides by all the same rules as a pet of the type you choose at creation (animal or kami).

6: LINEAGES

Characters all have a physical form, and the basic shape of that form is determined by their Lineage. The most common Lineage in the Empire and wider world are Humans. The rest of the Lineages (barring the unique mechanical Hisanaka) are known as yokai, who at some point in history were born from the belief of the Human population. Over time, yokai have become integrated to a greater or lesser extent into everyday society, and all the playable Lineages presented here are familiar enough in the city that they aren't exotic merely by their presence alone.

Your character's Lineage primarily defines their physical characteristics: what they look like, how big they are, etc. The Lineages are unique from one another and while members of various Lineages may ascribe some value to that difference, that value is purely subjective. Statistically, the Lineages are equally powerful, each with bonuses and peculiarities.

Each player chooses one of the nine biological Lineages right at the start of the character creation process, noting that if you want to play a Hisanaka, you still choose a biological Lineage and gain the physical traits and a Culture from that Lineage.

All **Path** options are available to all Lineages, though there are cultural and political reasons why certain Lineages tend to favour certain Paths and Factions (and vice versa).

A Note on Yokai

Humans are by far the most populous sentient Lineage in NewEdo, making up roughly 90% of the city's 50 million population. That still means there are five million yokai – Kappa and Bakeneko and Oni, etc. – living in the city. Some are certainly heroes and Legends, but most have jobs and normal lives. Yokai have been around for centuries in some form or another and are generally accepted as a part of daily life in NewEdo. Humans take differing views on the various Lineages, but while an Oni in a business suit might turn heads, she wouldn't make front-page news.

No yokai appears completely Human (unless they have the power to alter their appearance), but that doesn't mean every individual looks like a wild creature of legend. How obvious or subtle a yokai character's physiology appears is referred to as their *manifestation*. Lineage characteristics may manifest in subtle ways – a Kitsune may only have a pointed nose and long, tufted ears rather than a full coat of red fur and a snout – but it's nearly impossible for a yokai to pass themselves off as Human. Players are free to decide the extent to which their characters' Lineage traits manifest, and this is purely a superficial and roleplaying decision.

Lineage Characteristics & Cultures

Each Lineage is described based on its Appearance, Demeanour, and Social Organization. The Lineages also have varying physiological bonuses and abilities listed under their *character creation* section.

Players must choose between **Culture** options when making a character. Each Lineage has two options, one of which is usually a combatant culture, given the Empire's lengthy militaristic history. The second Culture option grants benefits based on another common role that each Lineage gravitates towards in society. Think of your character's Culture option as the context of their upbringing – did they grow up in a military household with strict rules, or under the guidance of scholarly tutors in a dusty library?

Note that it is possible, during character creation, to **choose a Culture from a different Lineage** by spending 20 Background Priority points.

Malleable Personalities

Each Lineage description includes common traits and outlooks, but you may create an individual with any personality that suits you. There are always iconoclasts and rebels, so use the descriptions on the following pages as guides rather than definitive requirements.

Each Lineage has additional stat boosts and bonuses that reflect their common characteristics. Some Lineages grant you a free Rank in a Skill, typically with a d8 **Focus**. These free Ranks can't raise your Skills above Rank 3 at Character Creation.

BAKENEKO

Bakeneko are a changeable Lineage known as much for their variable moods as their notable perspicacity. Like their mundane feline counterparts, Bakeneko are often nocturnal, which, alongside a mutable morality, often leads members of this Lineage into more questionable roles in NewEdo. Even the most upstanding Bakeneko finds it hard to shake the assumption of immorality that surrounds their Lineage. Bakeneko themselves understand that the popular view of honour and morality is based on Human bias, and while other Lineages may adhere to or respect it, Bakeneko are less beholden to that affectation.

Appearance

Bakeneko have feline characteristics including pointed ears, vibrantly coloured eyes, a tail, claws, and a coat of fur that typically ranges from black through reds and golds to white, and which may include mottled or striped patterning. Bakeneko have a similar average height as Humans, between 1m and 2m tall, and while they're typically slimmer than Humans, Bakeneko are still known to grow into famously grand proportions when their lifestyle permits.

Demeanour

An individual Bakeneko's personality may change through the course of the day depending on a million inscrutable variables. Their most predominant behaviours include a tendency for self-absorption that can be offset by a keen understanding of other's moods. Bakeneko are typically patient yokai and prefer to observe how events will shake out before forming conclusions.

Social Organization

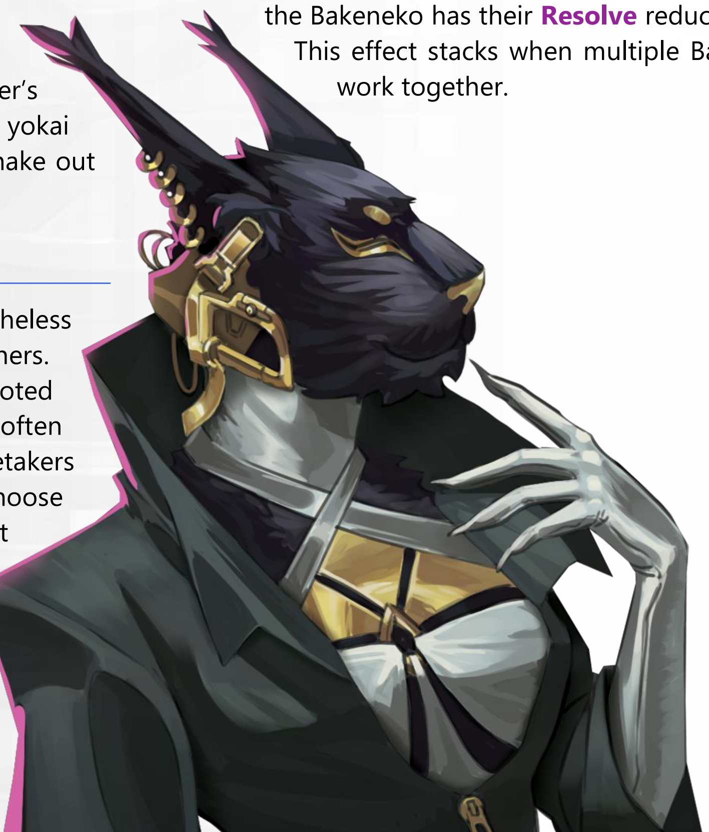
Keenly individualistic, Bakeneko nevertheless form strong bonds with a few select others. Their connection to a group or cause is rooted in a strong sense of responsibility, often viewing themselves as shepherds or caretakers of those less capable. Bakeneko rarely choose leadership roles in society, as they don't like the burden of expectation holding them to a will beyond their own.

Character Creation – Physiology

- Bakeneko may be Size 4, 5 or 6.
- Keen senses grant Bakeneko **+3 to Perception.**
- You gain thermal-sensitive vision within 5m, which may overlay or completely replace your visible-spectrum vision at will.
- All Bakeneko are able to extend and retract their claws. Your unarmed attacks always do one dice-level higher than normal damage. For example, with no other modifiers, your unarmed attacks to +1d4 damage; if you'd otherwise do +1d4, you instead do +1d6, etc., noting that this ability skips from d8 to d12, ignoring the d10 tier.

Culture 1 – Sly: Whether or not they're up to anything illicit, some Bakeneko take comfort in going unnoticed. These individuals seem to linger in the shadows and blend into their surroundings, even if those surroundings are a busy NewEdo sidewalk at noon. You gain **+3 Reflex** and have Advantage on all **Stealth** rolls.

Culture 2 – Charming: Bakeneko find it easy to make new acquaintances and earn the loyalty of others. How that attention is received by a Bakeneko differs from individual to individual – some form genuine bonds while others use the affection of others to their own advantage. Either way, these Bakeneko learn to adapt to the emotions of those around them, granting them **+3 to Presence**. In addition, anyone within 5m considered an enemy by the Bakeneko has their **Resolve** reduced by 3. This effect stacks when multiple Bakeneko work together.



HUMAN

As tenacious as the cockroach and twice as ambitious, Humanity continues to be the dominant force in the world. Humans are responsible for most of history's technological discoveries, and nearly all of its tragedies. They're curious and adaptive, and have been proven to thrive in every possible environment on the planet. This drive to expand and build has come to define the last few hundred years of history, as Humanity's inquisitiveness and acquisitiveness have motivated it to conquer and tame most corners of the world, where they then proceed to put up a *Goto Burger*.

Appearance

Varying widely from individual to individual, adult Humans typically range from 1m to 2m tall and can be slender or obese, or alternate between the two. Skin, hair, and eye tones overlap in a khaki-tinted palette ranging from midnight black to bone white. The Human population of NewEdo tends towards fairer skin and darker hair, but a few generations of 21st century intermingling have noticeably expanded the genetic diversity of the city.

Demeanour

Your average Human NewEdo citizen is a hard-working, demure individual, strongly affected by a local culture favouring economic advancement at the expense of mental and physical health. Overlaying this bland generalization, individual Humans have a huge diversity of personalities, for the most part only sharing an admirable tenacity as their common characteristic.

Social Organization

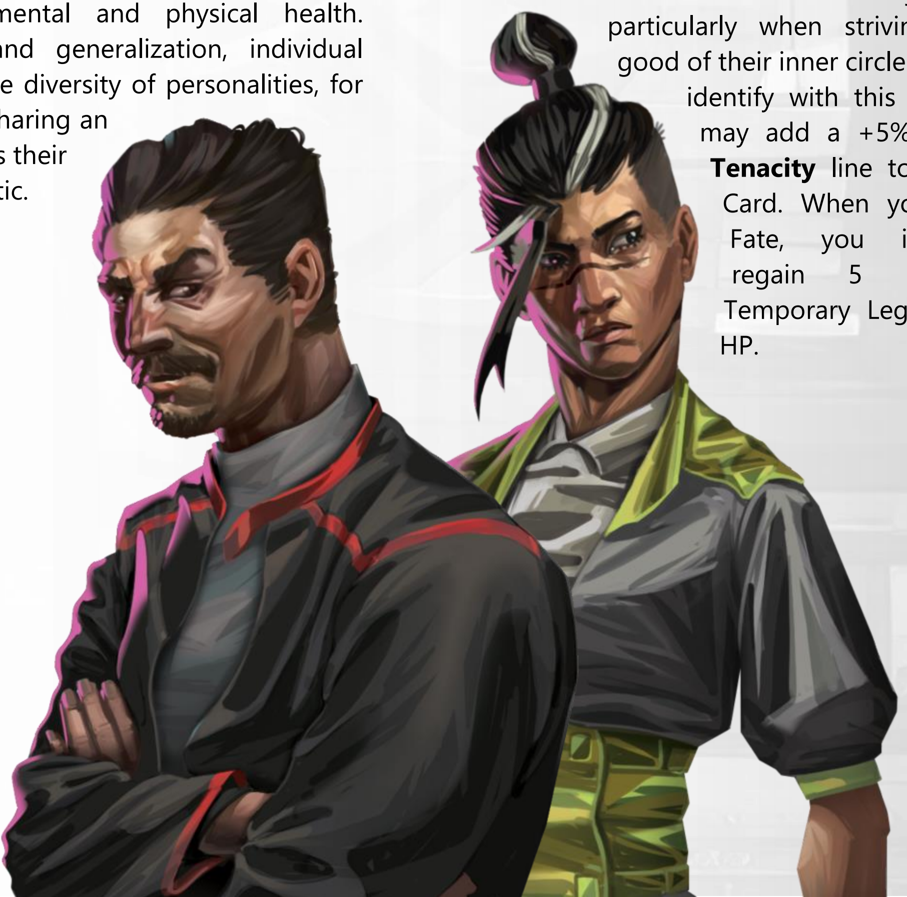
Humans are a collective Lineage and demonstrate a need for community that sometimes conflicts with individuals' desire for solitude or isolation. Humans invented the idea of government and they remain steadfastly devoted to it. Hierarchy and social structure are important on an aggregate scale, and much of Human history has been dedicated to ensuring that there is a rigidly defined hierarchy in place at all times.

Character Creation – Physiology

- Humans may be Size 4 (less common), 5 or 6.
- Humans gain **+2 to all Core Traits except Shinpi.**

Culture 1 – Inspired: The course of Human evolution has proven that size and strength aren't the only determining factors to success. Humans are creative and use that creativity for more than just mating rituals. Those who embrace this drive to improve add a +5% **Spark of Ingenuity** line to their Fate Card. When you roll this Fate, you may re-roll your *next* Skill roll, keeping either result. If you re-roll any d10s and get a 10, the results explode, as usual, and you keep the entire cumulative result.

Culture 2 – Tenacious: Where inspiration fails, tenacity may succeed. Humans are famously wilful, able to withstand adversity and pain particularly when striving for the good of their inner circle. Those who identify with this way of life may add a +5% **Stubborn Tenacity** line to their Fate Card. When you roll this Fate, you immediately regain 5 points of Temporary Legend and 5 HP.



KAPPA

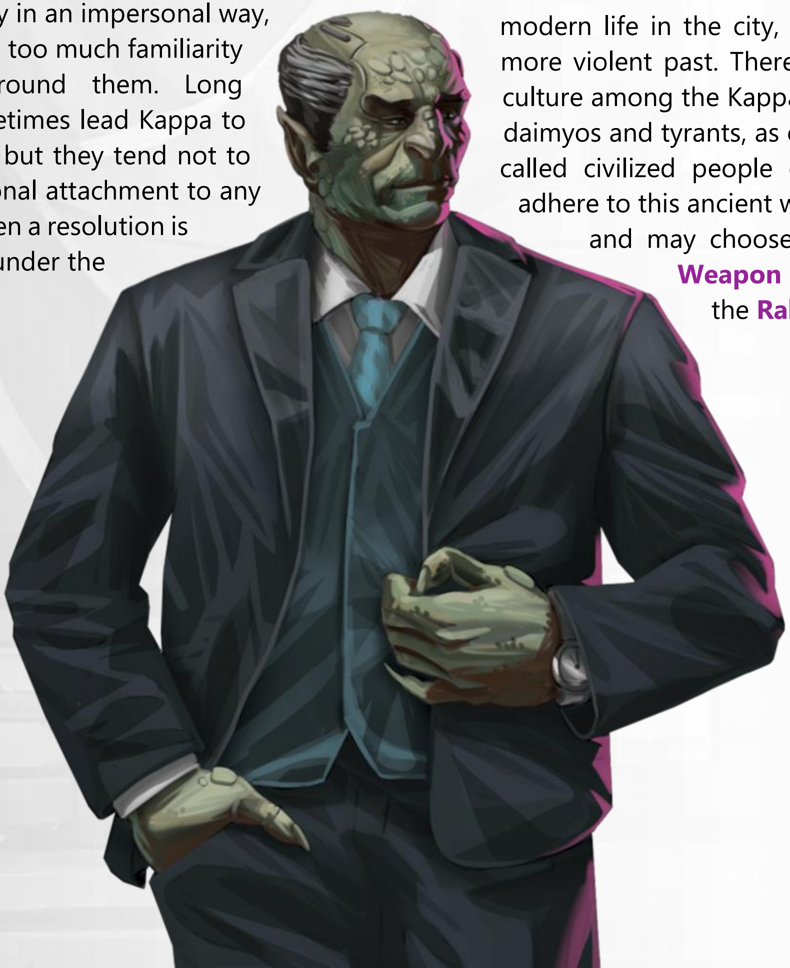
Kappa are traditionally water-dwelling yokai who've adapted enthusiastically to modern life in NewEdo. Shrewd negotiators, Kappa have a proficiency with numbers, commerce, and technology. The ranks of NewEdo's corporate world have ballooned with Kappa in the 21st century, as these capable yokai turn their proficiencies to business profits. Despite this modern adaptation, Kappa are one of the most ancient yokai Lineages and have a somewhat tumultuous history with Humans, whom they viewed more as prey than partners before modern practicalities brought the two together.

Appearance

Kappa have turtle- or frog-like characteristics including green- or yellow-tinted skin or scales, yellow or silver eyes, broad mouths, long tongues, and sometimes even a full shell. On average, Kappa are shorter than Humans, rarely reaching more than 1.5m, but Kappa continue to grow throughout their lifespans, and the eldest of this Lineage are well over 2m tall and can weigh more than 200 kg.

Demeanour

Most Kappa lean towards a reserved personality, but one that's calculated not to cause insult. They're typically friendly in an impersonal way, never assuming too much familiarity with those around them. Long memories sometimes lead Kappa to hold a grudge, but they tend not to keep an emotional attachment to any conflict and when a resolution is met, it's water under the bridge.



Social Organization

Kappa are driven by practicalities, and a strong social group remains a very practical means of survival – this group may mean family, a military unit, or just their old university buddies. Beyond this group, Kappa are fairly indifferent to the Fates of others, including other Kappa. For this reason, Kappa often end up as natural leaders, putting the good of the group ahead of that of any individual. Most Kappa would argue that they're the last persons suited to lead, though.

Character Creation – Physiology

- Most Kappa are Size 6, a few are Size 5.
- Their keen intellect grants all Kappa **+3 Savvy.**
- A Kappa's amphibian physiology allows them to breathe under water without difficulty.
- Kappa may swim at their full Move speed.
- A scaled hide gives Kappa **+2 Kinetic Soak.**

Culture 1 – Commanding: While not usually known as orators, Kappa have a calm, collected presence that can make them stand out in a crowd. They may be resolute, stoic, or soothing, but the individuals who evoke this personality gain **+3 Presence**, and 1 free Rank at 1d8 in any **Presence Skill**.

Culture 2 – Bellicose: Most Kappa have embraced modern life in the city, but some remember their more violent past. There remains a strong warrior culture among the Kappa, who've fought alongside daimyos and tyrants, as often for as against the so-called civilized people of the world. Those who adhere to this ancient way benefit from **+3 Reflex** and may choose to gain 1 level of **Two-Weapon Fighting or** a free Rank in the **Rally** Skill at 1d8.

KARASU

Imposing, avian yokai, Karasu are an austere Lineage who favour order over chaos. Hierarchical and proud, Karasu lean towards structured roles in society, becoming executives, mercenaries and monks with equal aplomb. With short tempers and no fear of violence, Karasu are often given a wide berth in NewEdo, but they're nonetheless respected for an intellect that often matches their brute strength. Karasu enjoy the orderly nature of modern civilization, if not necessarily its more whimsical, indulgent aspects. These yokai are active in the politics of NewEdo and are often found holding non-elected governmental positions or military posts.

Appearance

Karasu have bird-like features that can include feathered hides, long beaks, hooked, clawed hands and sometimes even full wings. Their colouration is most often black, but individuals vary and may have grey or gold tones instead. At least half a metre taller than the average Human, Karasu tend towards powerful builds, but can range from slim to rotund, particularly as they age.

Demeanour

Karasu can be short tempered and don't patiently suffer fools. Known to be direct, or even blunt, Karasu tend to prefer action over discussion, but they aren't brash, and tend not to act unilaterally when operating as part of a group. Karasu respect wisdom and are willing to hear out the words of an expert or a professional, regardless of the Karasu's own opinion on the matter.

Social Organization

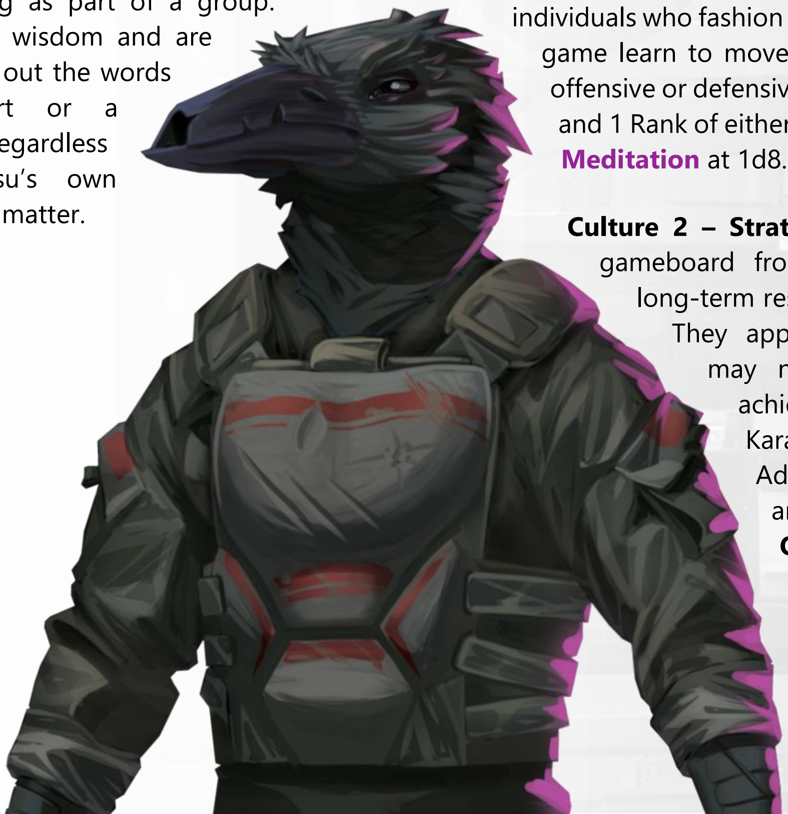
Karasu are one of the most clannish Lineages, and often prefer their own company when available. They aren't reclusive or secretive, though, and are unafraid to take an open position even in the face of adversity. Karasu have high respect for those individuals they view as efficacious or bold, and often attach themselves to strong leaders, acting as advisors and bodyguards. While they tend to make excellent leaders themselves, Karasu typically prefer to act as a second hand than the voice of a group.

Character Creation – Physiology

- Karasu may be Size 4 or 5.
- Karasu aren't afraid of bloodshed, and this uninhibited nature grants them **+3 Power.**
- Some Karasu have full wings ending in clawed hands, while others retain only the powerful legs of their avian heritage. Either way, you gain the ability to perform a **Flying Lunge** – you may use a Quick Action to double your Move distance in any Round and may ignore low terrain obstacles when you use this ability. If you make a successful attack immediately after this lunge, add +[Path Rank x 2] Kinetic damage to your damage roll. This works for any type of attack, not just melee.
- Add +3% **Add 3m to your Move this Round** line to your Fate Card.

Culture 1 – Tactical: Karasu are known to view the world as an ever-evolving game of strategy. Those individuals who fashion themselves as pieces in that game learn to move across the board towards offensive or defensive goals. You gain **+3 Heart**, and 1 Rank of either **Heavy Melee**, **Gunnery** or **Meditation** at 1d8.

Culture 2 – Strategic: Karasu who see the gameboard from above tend to favour long-term results over short-term gains. They appreciate that some pieces may need to be sacrificed to achieve a greater goal. These Karasu gain **+3 Savvy**, have Advantage on all **Tactics** rolls, and add +2% **Grant ally free Quick Action immediately after your Turn** to their Fate Card.



KITSUNE

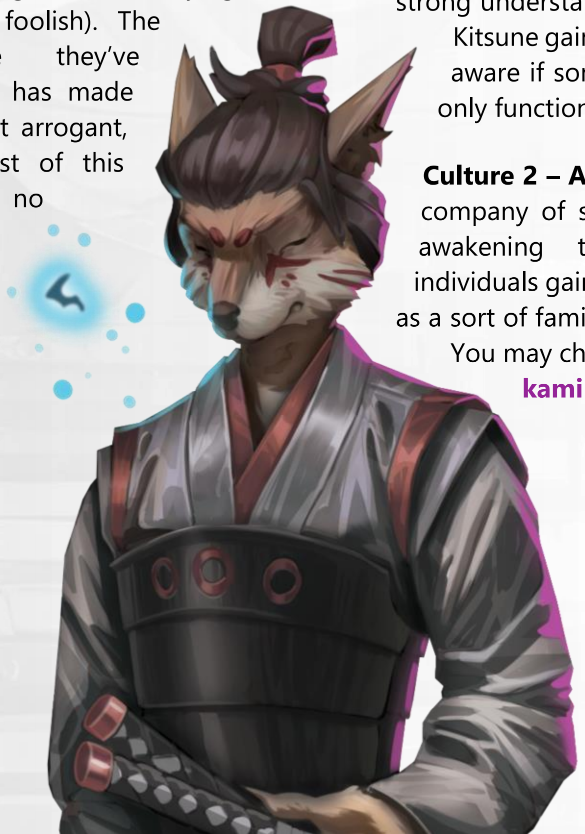
Kitsune are fox-like yokai often held in reverence by mundane Humans. One of the earliest Lineages to ally themselves with Humans, Kitsune have taken an active role in the direction of the Empire for a thousand or more years. Empress Miwagami, current ruler of the Empire and head of state under the Court of the Moon, is a Kitsune. Her ascension elevated the social status of this Lineage, which has suited the Kitsune just fine. Known to be somewhat aloof, Kitsune aren't abashed about their perceived social standing, and often make good use it by becoming leaders on the political or corporate stage. Kitsune have a natural, if not always powerful, connection to the spirit world, and that mysticism helps reinforce their veneration.

Appearance

Standing somewhat taller on average than Humans, Kitsune nonetheless vary in height from 1.5m to just over 2m. Generalized as vain, Kitsune rarely grow to obesity and tend to shrink as they age. Some Kitsune have only the slightest manifestation of their fox heritage, with pointed ears or tufts of red hair, but others have full snouts and long flowing tails. It's rumoured that the more tails a Kitsune has, the more powerful she is.

Demeanour

The average Kitsune is cautious and thoughtful and would rather say nothing than risk saying something wrong (or foolish). The traditional reverence they've received from Humans has made many Kitsune somewhat arrogant, and even the humblest of this Lineage typically suffer no lack of confidence. Despite this, Kitsune can be passionate beings and are fiercely loyal to their inner circle.



Social Organization

While Kitsune have a long history in the social fabric of the Empire, they aren't known to regularly congregate together, preferring to build alliances from across the different Lineages. Kitsune are very social creatures, and even the most individualistic Kitsune tends to have a close-knit cabal of allies or friends to rely on. Individuals from this Lineage are usually comfortable taking leadership roles, and if there's any doubt about who's in charge, a Kitsune will generally assume *they* are.

Character Creation – Physiology

- Kitsune tend to shrink from Size 5 to Size 6 as they age.
- Centuries of reverence grants even the humblest Kitsune **+3 Presence.**
- Similarly, Kitsune find it easy to accumulate followers. Add +3% **Gain 1 point of the Followers Background** to your Fate Card.
- All Kitsune hear the whispers of the kami and get **+1 to Shinpi**. Kitsune are the only Lineage that starts with any amount of Shinpi, even before you choose a Path and make your **Priority Buy** selections during character creation.

Culture 1 – Insightful: Kitsune are social creatures and tend to spend time around a diverse variety of individuals. This broad exposure sharpens a Kitsune's awareness of social cues and gives them a strong understanding of others' motivations. These Kitsune gain **+3 to Savvy** and are automatically aware if someone is lying to them. This ability only functions in person, face to face.

Culture 2 – Awakened: Some Kitsune prefer the company of spirits to the company of mortals, awakening their magical potential. These individuals gain **+2 Shinpi** and find a **Mikata** kami as a sort of familiar who always accompanies them. You may choose from any of the **Tier 0 Mikata kami** to be your ally.

ONI

Oni straddle the line between yokai and demon. Despite their aggressive appearance, there is nothing inherently maleficent about Oni; rather, they're known as honourable individuals who unshakeably adhere to their Path. Oni are as likely to serve as the personal bodyguard to a mob boss as they are to act as the defenders of a holy shrine. The Oni have changed little over the centuries and are the least likely among the Lineages to embrace the cultural and technological changes of 21st century NewEdo. They have no natural aversion to change, but they also see no reason to repair an unmarred blade…

Appearance

Standing between 2 and 3m tall, often heavily muscled, and possessing other demonic traits such as horns, lion manes, tusks, and even third or fourth arms, there's rarely much subtlety about the Oni. Oni may appear almost completely demonic or be only subtly manifested, but they always stand out in a crowd. An Oni's hide may be scaled, smooth-skinned, or even hirsute, and can vary in colouration from red to deep blue to crystalline white. As a Lineage, Oni have some of the widest physical variation, ranging from monstrous to nearly angelic.

Demeanour

Taciturn and stoic, Oni are far less likely to discuss their plans than to just proceed with them. They ascribe great value to duty, and once their loyalty is earned, an Oni will gladly die before betraying a comrade. Peace is an important concept, and Oni are likely to pursue it via the most efficient means possible (which usually means destroying whatever has interfered with their peace).

Social Organization

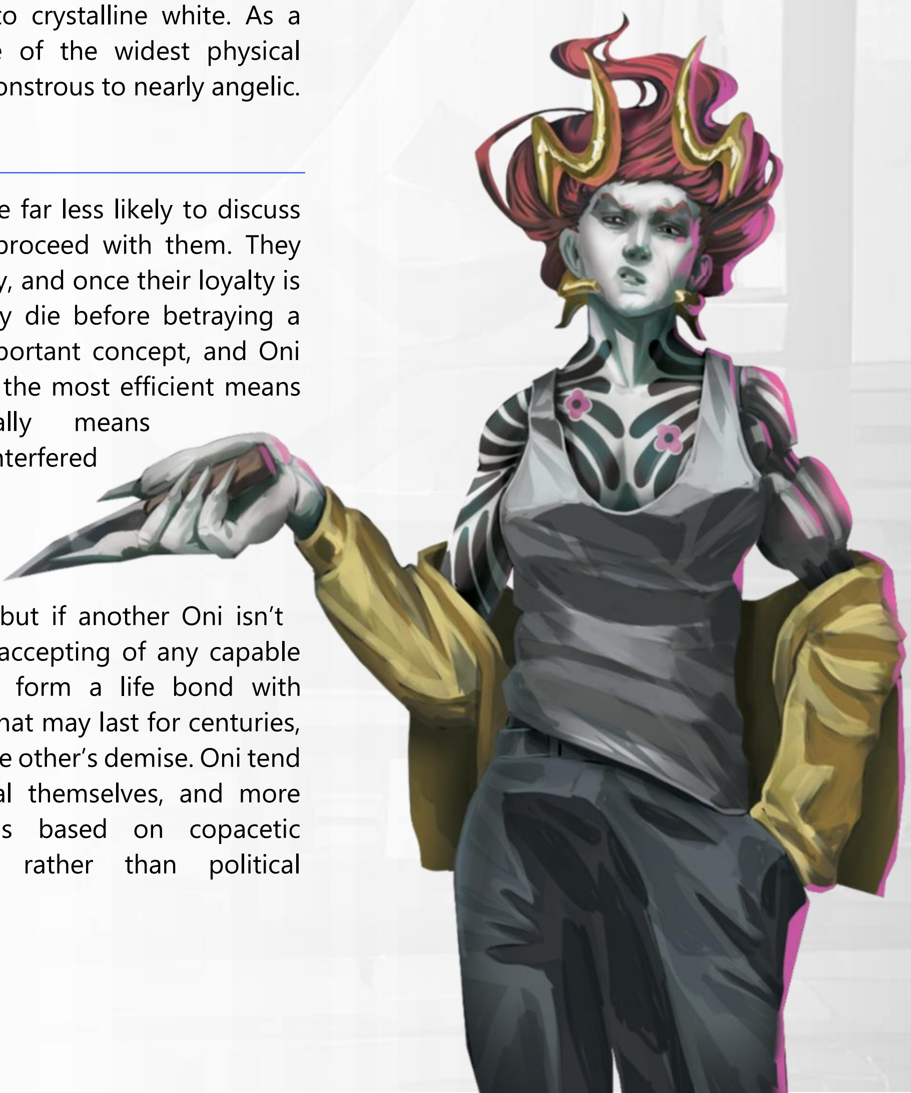
Oni often work in pairs, but if another Oni isn't available, this Lineage is accepting of any capable alternative. An Oni may form a life bond with another being, a pairing that may last for centuries, only ending with one or the other's demise. Oni tend not to be highly political themselves, and more often form relationships based on copacetic personal characteristics rather than political alignment.

Character Creation – Physiology

- Most Oni are Size 4; a rare few are Size 5.
- All Oni gain **+3 Heart.**
- An Oni's **HP Modifier** is increased by 0.5x, and their **Lift Modifier** is increased by 0.5x.

Culture 1 – Stalwart: More so than any other Lineage, Oni straddle the divide between the mundane and the supernatural. Those who focus on a warrior's path learn not only to take advantage of their size and strength but also to shrug off the pain of NewEdo's more esoteric dangers. These individuals gain **+3 Power**, and **+2 Elemental and Arcane Soak**.

Culture 2 – Imposing: Not every Oni seeks out violence, and many of this Lineage make a name for themselves in NewEdo's courtrooms and boardrooms. Regardless of their peaceable intent, though, these Oni understand that their powerful presence is a useful bargaining chip. You gain **+3 Presence** and add +2% **One target of your choice within 10m becomes Afraid of or Enthralled by you for [Path Rank] Rounds** to your Fate Card.



SARU

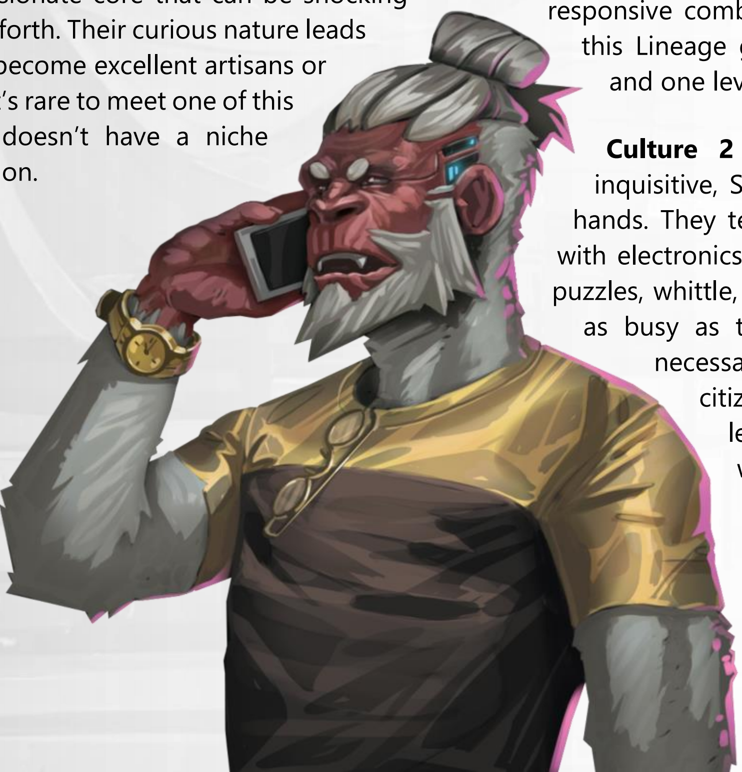
Long-limbed and unpredictable, the Saru are an uncommon Lineage in the concrete depths of NewEdo. Despite possessing a communal mindset that fosters strong social groups, many Saru prefer to avoid the crowds and bustle of NewEdo's most modern districts. Saru are often viewed as erratic geniuses or idiot savants, depending on the individual, and while any given member of this Lineage may be as simple as a rock, all Saru have a special relationship with physical space that borders on the mystical.

Appearance

Saru commonly have grey or white fur and red skin where it's uncovered by their pelt, but their coloration may vary from a ruddy brown to completely black. Typically standing 1.5 to 2m tall, Saru tend towards lean builds with long limbs but may carry as much fat or muscle mass as Humans do. Saru with strong simian manifestations have long snouts full of sharp teeth. Notably, these yokai don't have tails, and Saru who are only lightly manifested may be mistaken for Human in the dark.

Demeanour

Saru personalities range from academic to mischievous, though most members of this Lineage prefer to think before they act. Known for long pauses and their somewhat uncomfortable gaze, this Lineage can often seem inscrutable to the other denizens of NewEdo. Saru tend to be genial but harbour a passionate core that can be shocking when it bursts forth. Their curious nature leads many Saru to become excellent artisans or scholars, and it's rare to meet one of this Lineage who doesn't have a niche hobby or passion.



Social Organization

Communal and collaborative, Saru form very strong social bonds and don't discriminate with whom those bonds are formed. Saru often use physical gestures that indicate familiarity with others while they're speaking, even among strangers. While not always considered polite in the Empire's typically stoic societal norms, this congeniality is indicative of their social perspective that views other sentient creatures as allies by default. Saru don't form any sort of cohesive internal social structure but when they do encounter others of their Lineage, Saru tend to treat each other like old friends even if they're complete strangers.

Character Creation – Physiology

- Saru may be Size 5 or 6.
- Gain **+2 Reflex and +1 Power,** representing this Lineage's natural physical potential.
- You're immune to the **Grounded** condition unless you voluntarily lay down.
- Your climb speed is equal to your Move.
- Add +3% **Grant one ally a free Quick Action immediately after your Turn** line to your Fate Card.

Culture 1 – Savage: Saru are generally convivial beings but are known to have a passionate core that can sometimes erupt into violence. Saru who recognize and embrace this simmering anger may become highly capable warriors, able to use their fury to their advantage. With their natural dexterity and spatial awareness, Saru make adaptive and responsive combatants. The trained warriors of this Lineage gain **+1 Reflex and +2 Heart** and one level of **Two-Weapon Fighting**.

Culture 2 – Analytical: Curious and inquisitive, Saru are rarely seen with empty hands. They tend to probe and touch, fiddle with electronics, play with (and make) physical puzzles, whittle, and generally keep their hands as busy as their minds. While Saru aren't necessarily smarter than your average citizen of the Empire, they embrace learning as a hobby. Saru raised with this outlook gain **+3 Savvy,** and a bonus 1d8 Rank in either **Crafting** or a **Savvy Skill** of your choice.

TANUKI

The Tanuki are tricksters, dissidents, and comedians. They prefer levity over solemnity, action over consideration, noise over silence, and food over and above everything else. Humans consider Tanuki to be good luck, and members of this Lineage rarely find themselves paying for their own meal. Tanuki are a relatively young Lineage, having risen in number and prominence alongside the importance of large cities in the Empire. As such, other yokai Lineages have a habit of dismissing the potential of Tanuki as individuals – though, as mentioned, they remain popular among Humans in general. Tanuki generally take these attitudes with a shrug and a sly comment, but they aren't pushovers.

Appearance

A Tanuki's animalistic features combine those of a raccoon and a dog, with short snouts full of sharp teeth and brown-black mottled fur that tends to silver as they age. Typically standing no more than 1.5m tall, Tanuki range from lithe to girthy and don't seem to care in the least how either affects the fit of their clothes.

Demeanour

Tanuki have an exuberance that's sometimes at odds with the generally reserved personalities of NewEdo. They laugh loudly and aren't shy with a compliment or criticism, as long as nobody is likely to lose their head over it. Tanuki love to eat and drink, converse and debate, wrestle, tinker, and screw.

Social Organization

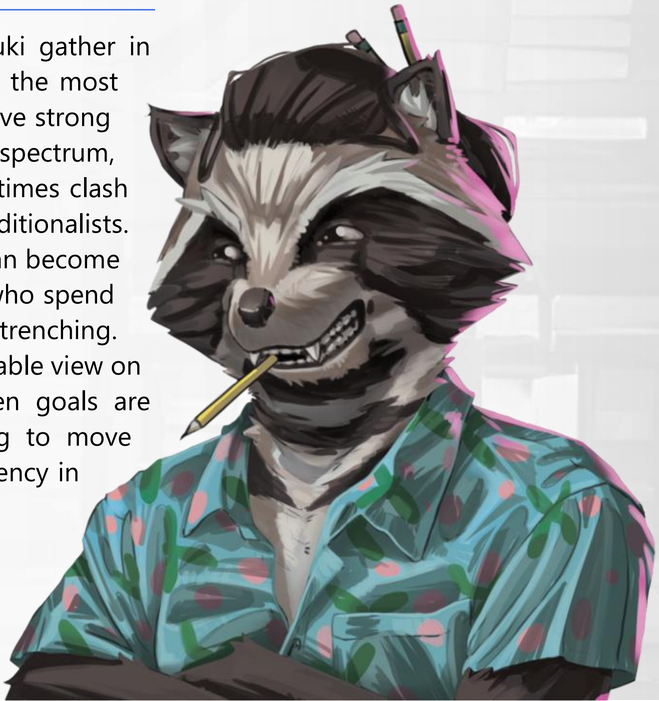
Social creatures in the extreme, Tanuki gather in groups of whatever Lineage is having the most fun or getting the most done. They have strong opinions that vary across the political spectrum, though their jovial personalities sometimes clash with the rigid stoicism of NewEdo's traditionalists. Dissatisfied with sitting back, Tanuki can become frustrated with individuals or groups who spend too much time debating or, worse, entrenching. For these reasons, Tanuki have a malleable view on loyalty – they're steadfast allies when goals are being actively sought but are willing to move along if they begin to notice complacency in those around them.

Character Creation – Physiology

- Tanuki are Size 6 unless they're particularly hearty eaters, at which point they may grow to Size 5.
- Sharp wits and quick hands grant all Tanuki **+3 Reflex**.
- Tanuki gain one free Rank of the **Banter** Skill with a d8 Focus.
- Naturally lucky, Tanuki even seem to benefit from the luck of others. Whenever anyone within 10m rolls a Critical on their Fate Card, you gain **Advantage** on your next Skill roll (which occurs in the normal order). This ability can only trigger once between your Turns.

Culture 1 – Lucky: Canny Tanuki know that, sometimes, luck may find you, but other times you need to get its attention. These individuals keep an eye out for opportunities and openings, little pockets of serendipity where they might manufacture some luck if they're smart and fast enough. Tanuki who study the world in this way gain **+3 Savvy** and **increase the Critical line on their Fate Card by +1%**.

Culture 2 – Bold: For better or worse, the Tanuki as an active Lineage weren't around prior to the current era under the Court of the Moon. As such, they don't have the long martial history of some of the other Lineages. This doesn't prevent a Tanuki from becoming an adept combatant, though, and those who do take up the sword are known to fight with both cunning and passion. These Tanuki gain **+3 Heart** and when they and their allies are outnumbered, add **+5 to both their Defence and Resolve**.



USAGI

The rabbit-like Usagi are a younger yokai Lineage in the Empire, having only awakened in the past few centuries. The Usagi were quickly accepted by the Human population of the Empire and have had a smooth integration into NewEdo society over the intervening years. Known to be peaceful, forthright, and hard-working, Usagi may not be the most scintillating conversationalists but are respected for their diligence and sense of duty. Usagi often take on selfless roles in NewEdo society, acting as nurses, teachers, and soldiers.

Appearance

Usagi have the animal manifestations of rabbits or hares, including long ears, a short, flattened snout, and prominent incisors, and tend to have powerful thighs and long legs. When lightly manifested, an Usagi may only be distinguishable from a Human by their long ears. Despite their generally amicable personalities, many Usagi have black-pigmented eyes, which can give them an unsettling appearance and make it difficult to determine where they're looking.

Demeanour

Generally known for their patience and empathy, Usagi also have a strong sense of righteous determination and can be stubborn bordering on obstinate. They readily form strong connections but also hold long grudges, sometimes clinging to past spites. Usagi tend to prefer straightforward communication and aren't always adept with the subtle cues and layers of meaning that are common in NewEdo society. Many find this Lineage's forthright honesty to be a refreshing change, particularly in the courts of the Empire where objective truths are as rare as a blue moon.

Social Organization

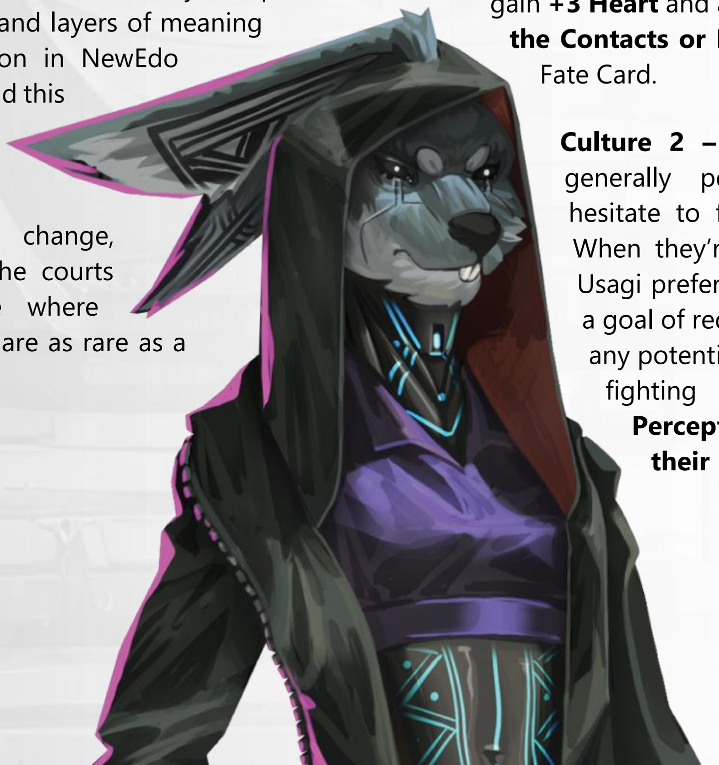
Based partially on their unique social perspective, Usagi can often be found allied together behind a particular cause. Members of this Lineage rarely seek leadership roles, and even in a group of Usagi it may be hard to determine who's the leader – rather, decisions tend to be made by collective wisdom. Usagi are comfortable taking orders and are generally respectful of a hierarchy, appreciating the transparency and efficiency of a solid chain of command.

Character Creation – Physiology

- Usagi characters are usually Size 5, though smaller individuals may be Size 6.
- Their honesty, and their sometimes-unnerving gaze, grants Usagi **+3 to Presence**.
- All Usagi add +[Path Rank] in metres to any attempted **Jump** distance. This doesn't grant Usagi immunity to falling damage.
- Usagi may use a Quick Action **Interrupt** to absorb up to [Path Rank x 2] Kinetic damage from an attack that will hit an ally within 5m of them. The Usagi suffers this damage, which can't be Soaked in any way.

Culture 1 – Dauntless: Usagi are known for their determination in the face of adversity and possess a stoic bravery that's impossible to disregard. While Usagi are possibly the least manipulative Lineage in NewEdo, they're not fools, and some learn to project their strong wills outward in a way that attracts others. Individuals who don't shy from this potential gain **+3 Heart** and add +2% **Gain 1 point of either the Contacts or Followers Background** to their Fate Card.

Culture 2 – Determined: Despite being generally peaceful beings, Usagi don't hesitate to fight for what they believe in. When they're pushed into conflict, warrior Usagi prefer to act first, fast, and hard, with a goal of reducing the risk to their allies and any potential non-combatants. This style of fighting grants these Usagi **+3 to Perception** and **+ [Path Rank x 2] to their Initiative**.



HISANAKA

Hisanaka are the mechanized evolution of a biological root; they used to be bags of meat and emotions, but after extensive augmentation and enhancement, the Hisanaka have transformed themselves into the idols of the future of the Empire. Hisanaka fit the classical definition of a cyborg, being organic creatures augmented by mechanical parts. All Hisanaka used to be one of the other biological Lineages but, over the course of time, have augmented and upgraded their natural components with mechanical or digital ones.

Appearance

Hisanaka generally appear to be heavily augmented versions of their original Lineage. For roleplaying purposes, Hisanaka may be far more mechanical than their base Augmentations may suggest – even though a Hisanaka may only have two or three obvious Augs, the player may choose to have their character be either almost entirely robotic or retain some semblance of their biological roots. As described below, you may choose to increase or decrease the size of your character's original Lineage (between Size 4 and Size 6) but this choice is permanent.

Demeanour

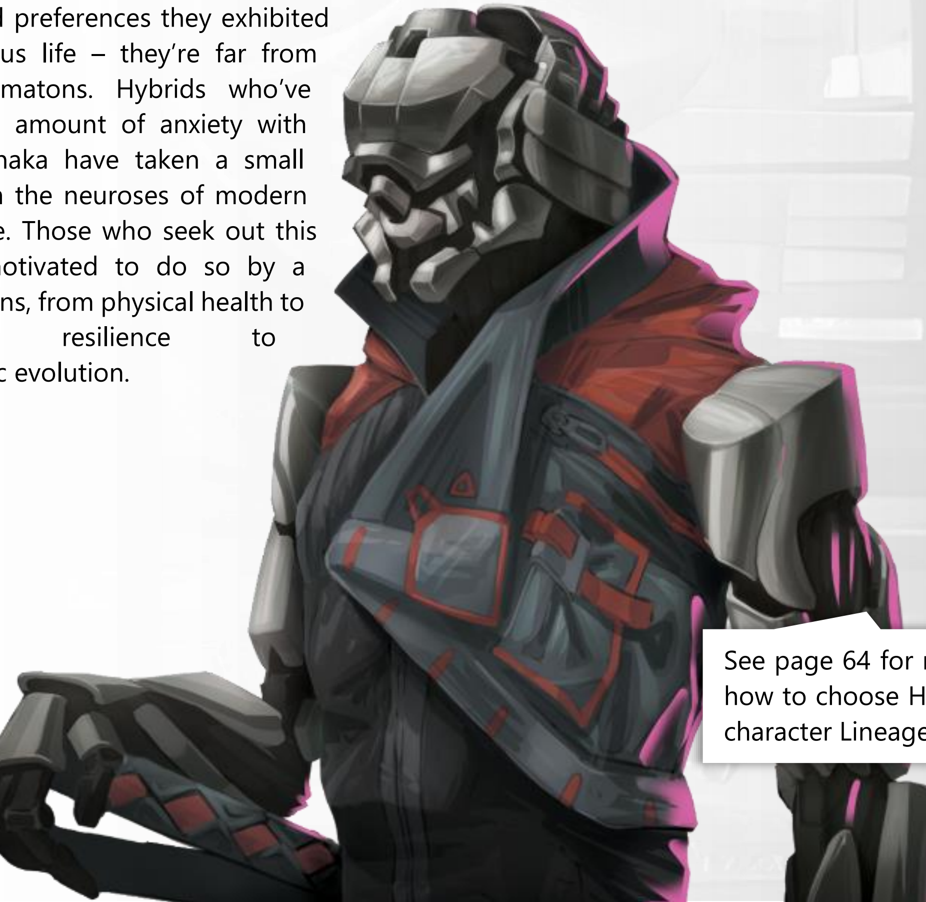
Hisanaka aren't wholly robotic and may retain the personality and preferences they exhibited in their previous life – they're far from mindless automatons. Hybrids who've replaced some amount of anxiety with analytics, Hisanaka have taken a small step back from the neuroses of modern social existence. Those who seek out this lifestyle are motivated to do so by a variety of reasons, from physical health to psychological resilience to transhumanistic evolution.

Social Organization

Other than their commitment to technology, there's nothing tying one Hisanaka to another. Hisanaka tend not to identify with their biological root, viewing themselves as evolved and wholly unique beings, even from one another. Given their brief history in the Empire, Hisanaka may be viewed by the rest of society as anything from novelties to aberrations. Traditionalists, and traditional Factions, don't support this 21st century melding of mind and machine, and Hisanaka may be singled out as monstrosities by those who cling to the Empire's more conservative perspectives.

Character Creation

- Hisanaka have modified their bodies sufficiently that they may choose to be any of Size 4, 5, or 6, regardless of their biological Lineage.
- All Hisanaka gain **+3 Power.**
- Hisanaka are immune to Biological damage. They aren't immune to the interrupt effects of **Biofeedback** but don't take any damage when they roll this Fate.
- Emotional responses have been partially overwritten by logic patterns, granting you **+5 Resolve**.
- Your **Rest Modifier is increased by 1.0x** as self-healing systems augment your natural recovery processes.



See page 64 for more details on how to choose Hisanaka as your character Lineage.

7: BACKGROUNDS

Your character's Backgrounds reflect the story of their life prior to the beginning of your adventures. Is your character an established businesswoman on the verge of running for local council, a savvy detective with a few extra years under his belt, or an inexperienced but enthusiastic novice just waiting to get their start? Backgrounds provide both roleplaying context and in-game statistical advantages to your character, allowing them to call a friend or replenish their Legend, for example. These statistical advantages aren't typically as impactful as your **Traits** or **Skills** during combat; rather, they provide the big picture setting for your character that will affect what their options are for solving problems.

Backgrounds are measured on a scale of 1 to 100; everyone has at least 1 in every Background, so your character starts with all five Backgrounds at 1 point. You then add points based on the **Priority** you assigned to Backgrounds during character creation, from 10 points at Priority E to 60 points at Priority A. You can't raise any Background above 61 points at character creation, but you can increase these scores during play (see **Chapter 14**).

As your character increases their Backgrounds between 1 and 100, they become iteratively more rich or famous or connected, such that someone with 43 Status has slightly more prestige than someone with 38 Status. In game terms, though, the effects of your Backgrounds are broken down into five Ranks, as follows:

Background

Score	Rank
1 - 10	1
11 - 30	2
31 - 65	3
66 - 90	4
91 - 100	5

It's possible for entities to have characteristics that would necessitate a Background higher than Rank 5 – for example, the Empress has Status and Wealth far exceeding Rank 5. For game purposes, though, Rank 5 is the highest any character is expected to reach and still be fun to play.

Fitting Them In

Backgrounds have been presented first from among the five Priority options (Backgrounds, Traits, Skills, Augs, and Magic) for two reasons: first, when you're working on a character concept, it's easy to consider whether or not they need to be rich or famous, before you get into the gritty details like Skills dice and wetware upgrades. Chewing on the context provided by Backgrounds helps refine your process so you can decide how important these ideas will be to your character. The second reason is that the **Soul** Background grants your character free Trait points, and these should be taken into consideration when doing the fiddly math bits later on – you may need to have 26 Heart to get the Augs you want, for example, so it's good to know if you got any free Heart points from your Backgrounds. While Backgrounds aren't the most important part of every build, they're a great place to start when designing a new character.

Choosing Another Lineage's Culture

The Background points you get from your **Priority** choice at character creation may alternately be used to choose a **Culture** from a different Lineage. Instead of spending Background points to increase your Wealth or Status, you might say that your character grew up surrounded by members of a Lineage other than their own. This trade-off creates both roleplaying diversity and the chance for tactical character building.

If you want to choose a Culture from a Lineage other than your own, you may do so by spending **20 Background points** during character creation to purchase that alternate Culture.

Rolling Your Background

Each Background provides some statistical benefit to your character, but you can also choose to **roll your Background** to see if you can arbitrarily get some in-game bonus that relates to your Background. For example, say you've been tasked with finding a hacker in the bustling **Kabuki** neighbourhood, but no one in your group knows anything about computers – so you roll your Contacts background to see if you can dig through your phone to find the name of someone who might be able to help with hackers in Kabuki.

When a situation like this comes up, you declare your intention to roll your Background and describe what it's that you're trying to achieve – maybe you'd like to suggest that your character already has a motorcycle because of their Wealth, or that they don't need a reservation at a famous restaurant because of their Status. The storyteller will assign that scenario a difficulty Target Number depending on how reasonable (or not) the situation is. You use a Full Action, spend 5 Legend, then roll your Background using **1d10 per Rank** in an attempt to meet the assigned TN. If you meet or exceed it, your imagined scenario becomes reality; if not, you just gotta do stuff the hard way.

Background rolls usually result from an attempt to do something quickly and easily that your character (or the group) might be able to accomplish with a night of hard work, but you'd rather just leverage your character's accomplishments to get it done fast. These rolls should be used to create narrative context about your character. Particularly high or low Background rolls will generate fun roleplaying opportunities that may end up having a lasting effect on your character or their Fate...

Losing Background

Like fame and fortune, it's possible that your character might one day lose some of their Background points. This unfortunate outcome will occur based only on roleplaying and story results, and never from dice rolls or other arbitrary effects. It takes significant risks to become a Legend in NewEdo, and not all of those risks will turn out in your favour – sometimes, you're gonna lose.

When a scene or adventure turns out poorly for the group based on the decisions they made, a loss of some Background is an appropriate karmic effect. Maybe you took a business venture that went wrong and you lose some Wealth, or your bid for election fails and you lose some Status. These outcomes are minor setbacks that create roleplaying depth and risk outside of the basic corporeal punishment of death or dismemberment. Certainly, your character may one day die in their pursuit of glory, but the loss of Background points is a much better alternative...

CONTACTS

It's not what you know but who you know. This Background defines your character's web of connections – are they a total loner with an empty phone or a dilettante whose friend list includes every politician, drug dealer and artist in the city?

You roll your Contacts whenever a situation comes up that requires outside expertise. These contacts aren't your besties, they don't work for free, and they're under no obligation to do things for you; rather, you've got a rolodex of names that might have helpful knowledge or abilities that are only applicable in certain situations. You'll still have to find a way to convince them to do anything for you, but the potential to find useful people is an undeniably powerful solution to many problems.

Depending on your Rank in Contacts, you gain not only the potential to know people but also actual Allies who you can define (as a player) and rely on (as a character). These Allies will almost always answer your call and rarely ask for a favour in return; it's assumed that you've done something for these Allies in the past that has earned their allegiance. The potency of these Allies is defined by your Rank in the Contacts Background. When your Rank in Contacts grants you an Ally, you must create the idea of that person – are they a limo driver, street cop, or heart surgeon? – and record that on your character sheet. You don't need to have all the details ready immediately, but you do have to at least define what that Ally might be good for. The rest will come out as you play through your adventures in NewEdo.

So, the Contacts Background grants you the potential to know almost anyone, and the reality of having a few good Allies at hand when you need them. Note that the Allies gained from these Ranks are cumulative.

Contacts Rank Descriptions

Rank 1 (1 – 10): You have never even been smiled at by a hostess at a breakfast diner. Nobody answers your calls.

Rank 2 (11 – 30): You've done a few favours. You have a Rank 2 Ally (see below).

Rank 3 (31 – 65): Your generation survived a war, or you survived 10 years inside. Gain a Rank 3 Ally.

Rank 4 (66 – 90): Vice cops call you when they need something. You can name the scions of all the major families and some of the minor – and a few of them can name you. Gain an additional Rank 2 Ally, plus a Rank 4 Ally.

Rank 5 (91 – 100): Guys whose nickname is The Spider are afraid of you. You've never met someone who had more than two degrees of separation from you, whether or not they knew it. Gain a Rank 5 Ally.

Allies

Rank 2: Relatively low-powered people who can still be useful: a nurse, a drug dealer, a street cop, the owner of a cool bar, a good mechanic.

Rank 3: People with a bit of pull: a trial lawyer, a municipal counsellor, the head of surgery, a reliable hacker, an influential newscaster, a respected gangster, a decent Aug tech.

Rank 4: Folk who wouldn't usually speak to someone like you: the mayor, a martial arts champion, an upper court judge, the head of a religious order, the head of an organized crime family.

Rank 5: Either you're in the Illuminati or they're in the Illuminati: the Minister of Defence, the CEO of a tech giant, a member of a #1 pop band.

These Contacts and Allies aren't sidekicks and don't join you on your nightly adventures. Even a combat-focused Ally (a mercenary, for example) would accomplish their tasks "off screen." These beings can play an influential part in your story, but they aren't a second character for you to control.

Some of NewEdo's NPCs, and any of the pregenerated PCs, can be used as sample Allies. See **Appendix C** on page 278 for info on these potential Allies.

FOLLOWERS

While your Legend describes how many people have heard of you, your Followers Background defines how many people are concerned with your day-to-day life. This Background is important for politicians, celebrities, and heroes who want to make the news. Your relevance on social nodes and ability to sway the masses is reflected by your Followers. It has a very niche importance – a brawler or financier may not need Followers, but anyone whose goal it's to make sweeping changes in NewEdo will eventually need to gain some Followers.

You can roll your Followers whenever you need a boost of **Temporary Legend**. When your character is drained of Temporary Legend, a Followers roll lets them gain strength from their audience (whether physical or digital). The shot of adrenaline that comes with a popular selfie or the recognition of a fan is a potent boost to your will. **Rolling Followers refuels your Temporary Legend by the amount of your roll, but you can only make this roll once per day.** This roll is different than most Background rolls, as it requires only a Quick Action and has no Legend cost.

Your Followers are usually identifiable as a group or type, as your image attracts a certain personality of fan. For this reason, your Followers usually identify with your character for their Legend – either they want to be like you or be around you. But sometimes you may attract a very divergent set of Followers. Like they say, if you ain't got haters… You're free to describe your Followers as a general group (or two, or three) for roleplaying purposes, but you ultimately can't control who finds your style appealing every time.

Since everyone starts with at least 1 point of this Background, everyone has 1d10 to roll to regain some Temporary Legend as described above. Don't forget to use this handy Legend boost when you need it and make up a fun reason or explanation when you do.

Followers Rank Descriptions

Rank 1 (1 – 10): If you have any Followers at all, it's three dudes on a food node who liked your post in college about the price of sushi.

Rank 2 (11 – 30): You've gained a small following – maybe public node readers who like your message, or a cult fanbase familiar with your band, or just a group or regulars at your bar. It's possible for you to wander the streets anonymously but, every once in a while, you may be recognized.

Rank 3 (31 – 65): You're a big fish in a little pond. You might be the new star professor at a local college, a member of an up-and-coming punk band, or an actor with a small but dedicated following. There is always a solid chance you'll be recognized in public.

Rank 4 (66 – 90): Movie stars call you up to hang when they're in town. It's been a long time since you waited in line for anything, though in the right crowd you might go unnoticed if you try really hard. You're either published, produced, or on-air – whether or not you want to be.

Rank 5 (91 – 100): You're either a superstar or a supervillain. In New Vegas they lay odds on what you'll have for breakfast. Anonymity is a foreign concept and you must defend your privacy with military force, if you so choose.

SOUL

Soul reflects a very mutable sense of respect that's granted by society in the Empire. At its most simple, Soul may mean that your character has seen many years and carries the weight of that experience on their bones. Alternately, you may be an old soul in a young body, knowing more than you should and projecting that knowledge from the inky depths of your eyes.

This Background may literally reflect how old you are. A high Soul Rank will mean that you can decide if your character has lived a long time and, if so, how those years have affected their appearance. Regular citizens of the Empire grow old and die, but characters with a high Soul Rank may age, stay young, and never die. Some of NewEdo's Legends are hundreds of years old and appear to be no more than teenagers. If you want your character to have been a literal part of the past, this Background opens that door.

On the other hand, a character with only a few years to their name may still have a high Soul Rank. These few entities were born before or after their time and have a connection (vague though it may be) to their position on the Wheel of Fate. No one remembers their past lives, but a youthful character with a high Soul Background has a history that grants them a gravitas beyond their youth.

The culture of the Empire is respectful of age, attributing wisdom and tenacity to those who survive into and past middle age. Young people find it difficult to garner the respect of elders in business and politics, an established fact that motivates some of the city's most notable counter cultures. Physical age doesn't guarantee Soul, but seniority does confer some amount of respect. Characters with high Soul but a young physical age will benefit from a more subjective form of deference.

The Soul Background can be used whenever you think your character can get away with something based on the respect the Empire has for the past. A good Soul roll can, in the right circumstances, provide you with social leverage that may even supersede someone of a much higher Status than you.

A strong connection to your past grants your mind and body the boon of those lived experiences, represented by bonuses to your Core Traits. These bonuses are cumulative, so a character with Soul Rank 3 gets all the bonuses of Rank 1, Rank 2, and Rank 3 combined.

Soul Rank Descriptions

Rank 1 (1 – 10): This is your first turn on the Wheel. You may be physically young or old, but you're a new-born babe as far as the Empire is concerned. You carry no weight, and that leaves you capable of shouldering a new burden. You gain **+3 Heart**.

Rank 2 (11 – 30): You've lived. Maybe you've seen 60 years and wear those years in your scars and on your name. Alternately, you're a young body with something behind the eyes that makes others wonder. Either way, your Soul has given you a sense of confidence that's palpable to others. You gain **+3 Presence**.

Rank 3 (31 – 65): Your Soul was hustling before electricity came along. If you've lived all your years, you remember the early days of the Court of the Moon, when steam power and iron changed the face of the Empire. If your body is young, your Soul has seen how time has begun to accelerate, how decades have become compressed into years. You gain **+3 Perception**.

Rank 4 (66 – 90): Your Soul is akin the soul of the Empire. You don't flinch from conflict or strife. You may be hundreds of years old, having survived the War of Red Hills. You may be young, with an aura of experience that radiates from you like heat from a fire. You have come to appreciate that scars build strength, while strength inevitably leads to new scars. You gain **+3 Savvy and +3 Presence**.

Rank 5 (91 – 100): It's hard to determine when a culture is born – is it at the first collective defence of the shore, or the rise of a prophet, or the advent of a unifying dynasty? In any case, your soul was there when the Land of Balance and Change was born, a thousand years or more past. Your patience is either limitless or gone entirely. Gain +**5 Savvy and +5 Power**.

STATUS

Status is an intangible characteristic that nevertheless is impossible to miss. This Background grants you some automatic position in society that hasn't yet been earned through play. Maybe your character is a member of a noble family or has worked her way up the ranks of a company, temple, or syndicate. Regardless of the source of your Status, this trait's both recognized and highly respected in NewEdo society and may open doors that brute force or base coin can't.

While the Empire is ostensibly democratic, with an elected government that reflects the will of the people, its institutions are built on thousands of years of Imperial tradition. The result of this is a culture that's highly sensitive to social hierarchy, and while Wealth or Followers may affect the conscious and obvious hierarchy among groups, Status is almost a subconscious determinant of power in NewEdo.

Status on its own can't buy you anything or force anyone to listen to you. It's a subtle tool that requires delicate use. Status grants a perceptible aura of importance that affects those around you, augmented by the hierarchical culture of the Empire, but it's difficult and often awkward to force someone to submit to your Status alone (not to say that this doesn't happen). This Background is best viewed as a quiet influencer rather than a bludgeon with which your character can domineer those around them.

Status is better for roleplaying purposes than statistical ones and can be tricky to use. Situations are rare where it wouldn't be easier to roll one's Wealth or Contacts, or simply attempt the use of a Skill, than to attempt a Status Background roll. While intangible, Status is undoubtedly measurable, and wielding it bluntly risks a poor reflection on the character. Status can't easily be taken away but, in extreme situations, it can be stripped of its respect. Your character should roll their Status only in very particular situations; but when it's rolled successfully, it's one of the most potent forces in NewEdo.

Status Rank Descriptions

Rank 1 (1 – 10): Who the fuck is this chick? If you're a member of any sort of organization, you're a grunt. Otherwise, you're nobody.

Rank 2 (11 – 30): People within your organization have heard of you, and people on the outside like the cut of your jib. If yours is Status earned by family, you're from a minor clan whose last heroic deed was centuries past. Most folk would regard you as respectable, if not particularly interesting.

Rank 3 (31 – 65): You pull weight. Whether your Status is from your role in an organization or from a family legacy, your business card or *mon* will turn heads. You can apply pressure and expect results, though not always immediately.

Rank 4 (66 – 90): You're addressed with the honorific "-sama" – even by strangers. It's incredibly rare to reach this level of Status simply by doing a good job; you're either born to it or have provided exceptional service to a daimyo many times over. You can issue commands and expect them to be followed.

Rank 5 (91 – 100): If you're not a CEO, then you're the heir to a major family. In the Land of Balance and Change, you're viewed more as part of the system than someone within it.

WEALTH

It doesn't come with any guarantees of taste or class, but money is undeniably useful. Stuff costs money – cars, guns, homes, Augs, entertainment – and unless your character is willing to steal these things, they're going to need a source of income.

The Wealth Background provides you with a default amount of income and some additional possessions. Characters may take jobs or assignments in-game that pay additional funds, and it will be somewhat important to keep track of how much cash you and the group have available. But if a situation ever comes up where the question is, "Can I afford this?", then your Wealth Background will be your first place to look for an answer.

Items, **equipment**, property and services tend to have a currency price and a Cost TN. If you have the cash available, anyone can pay an item's price to obtain it; alternately, you can **roll your Wealth** to determine if you can simply afford it without needing to dig around in your pockets for coin. The storyteller will determine how often you can do this, depending on your Rank in this Background. Rolling your Wealth Background lets you assume you pay for things with money not recorded on your character sheet.

Keep in mind that these Wealth Ranks are indicative of your character's down-time income in between game sessions, they've got some way (or not) of making extra cash. Choices you make during play, including which jobs to take or things to steal, can provide you with immediate cash on hand and eventually earn you a higher Rank in Wealth.

Home Base

Every character has a place to sleep, but the quality and comfort of that place is determined by their Wealth Rank. If you have a low Wealth Rank but higher Rank in another Background, you may work with the storyteller to determine an appropriate place to call home based on those other factors of your character. For example, someone with Wealth 1 but Contacts 2 may know the owner of a cool bar, who in turn lets them sleep in a small room in the back. Or maybe you have a higher Status score based on your standing with a local temple, so while you may not have a place to call your own, you may sleep in relative comfort at the temple.

As your Wealth increases, you may assign more interesting (and potentially useful) characteristics to your home base. Many technical abilities in NewEdo require access to a lab or shop, with their quality determined by their relative Wealth rating – a wetware specialist with access to a Wealth Rank 4 lab will find it a lot easier to instal Augs, for example. Not every home base needs to have an auxiliary use, but the higher your Wealth Rank, the more freedom you'll have to get creative with your personal slice of NewEdo.

Rank 1 (1 – 10): You're broke. You don't have any free cash, and while you won't starve to death, you have no legal way of obtaining anything beyond your basic requirements.

Rank 2 (11 – 30): You're an average citizen, with a small apartment in the city or maybe a wooden house way out in the suburbs. If you own a shop or anything other than a house, it has to double as your living quarters.

Rank 3 (30 – 65): You've done well for yourself. You might live full-time in a hotel in the city and can afford to take cabs everywhere you go. You may own a useful store or lab and not be obliged to sleep there, as well. The city can be an expensive place, and even characters with Rank 3 in Wealth may find themselves with sticker shock in a few neighbourhoods, but for the most part you're comfortable and sleep easy at night.

Rank 4 (66 – 90): You're wealthy and it shows. You've got a stock portfolio and a professional to handle your stock portfolio. If you own non-residential assets, they're either brand-name studios or elite boutiques, or employ highly skilled artisans. You forget what it's like to want things.

Rank 5 (91 – 100): You view the populace as no more than unwitting slaves who work in your factories, eat in your restaurants, buy real estate in your wards, and vote in your elections. You own a helicopter and enough property to get lost within... in the city. The cost of things is a banal consideration so far below you that you've had people fired or murdered for mentioning money.

8: MAGIC

Mortals, for the most part, can't make magic. Hold on, before you shut the book and go play a videogame, mortals can speak to the spirits of the world, and those spirits can in turn create magical effects on behalf of mortals. This differentiation is important for lore reasons *and* for systems reasons.

THE LORE OF MAGIC

The Empire is a mystical place, and citizens understand that the mortal realm is a limited slice of reality that hardly begins to scratch the surface of life's infinite mysteries. On the other hand, those citizens have to go to work in five minutes and it just started raining again and will you please hold the baby for just one second...

Life is busy, particularly in NewEdo. The city is a massive, churning metropolis that thrives on financial reports, train schedules, and unhealthy meals crammed between evening meetings that will run well past the departure of the last train home. The people of the Empire have always been aware of, and even sometimes had a relationship with the spirits of the world, which are known as **kami**. That knowledge brings them comfort when they entreat the kami on behalf of a sick relative, or when something momentous happens and the people can say, "*Ah, it was the will of the kami.*" This passive but resolute faith in the kami unburdens the population from some of their daily anxieties. For the most part, though, the kami are only thought about when something interferes with the mostly mechanical routines of the average citizen.

In a world where belief defines reality, this very solid but very passive belief has established a firm wall between the mundane and the truly mystical. Regular people (including characters) can't make magic because people aren't magical. Even the yokai, who were quite literally dreamed into being by the mundane population of the Empire, have become part of the regular system of the world and are stuck under the same banal limitations of the Human population. People, no matter what fancy form they take, can't make magic on their own.

> *MAGIC IS NUTHIN' MORE THAN A NEW LANGUAGE. I MEAN, IT'S A LANGUAGE YOU USE TO COMMUNICATE WITH THE INVISIBLE GHOSTS THAT LIVE IN YOUR BUS SHELTER WHEN IT'S RAINING, BUT STILL, JUST A LANGUAGE.*
>
> Fumiyo, Shugonshi

Shinpi

While people can't conjure magic on their own, a rare few individuals have the ability to pierce the wall between the mundane and the mystical. This ability is known as **Shinpi** and is the one **Core Trait** that not every character has. Shinpi opens up the potential for a character to perceive and possibly communicate with the kami. This doesn't mean that as soon as you have a few points of Shinpi, the city turns into an anime world of capricious spirits overlaying boring old reality. Rather, Shinpi is like a language that most people can't even *hear*. Those who start down this journey of unlocking their Shinpi must begin by learning the fundamentals before they start to grasp a bigger reality.

Shinpi opens the door to a broader relationship with the kami. At first, you'll barely have a chance to see, hear, or feel kami as they move through the world. You won't be able to ask a kami to heat up your noodles or inquire what direction the bad guy turned at an intersection. Characters will gain **access** to specific types of kami, appropriate to either their Path or their in-game decisions. Kami that you have access to will be more helpful when you encounter them, to the degree that you build a relationship with that type of spirit. This interaction with kami outside of the game systems about casting spells (see **Rotes** starting on page 158) is intended to be creative and fluid, left open to roleplaying. One table's game world may be full of magical spirits selling newspapers and driving cabs, whereas another's world will be brutal and mundane, where the hint of magic is a rare reminder that life exists beyond your next paycheque.

Kami

Kami are the spirits of things and ideas, formed by a deep-seated but non-codified animistic belief system that has permeated the Empire since fire was tamed. This attribution of sentience and personality to concepts means that there aren't only kami of rocks and rivers but also kami of ideas like honour and profit, or the feeling you get when someone is watching you, or the smell of grass immediately after a rain. Any idea may have a kami, though the potency and awareness of that kami will be limited by the ubiquity and acceptance of the underlying idea. Kami are literally limitless, though for the most part they're fleeting.

Kami are sentient or at least semi-sentient. They evoke the feeling of the thing they're tied to. Simple kami may be the spirits of sparks around a fire or the joy of the colour purple; these kami are innumerable and simple. More complicated kami linger and evolve depending on the world around them – imagine a spirit who embodies the fear of black cats, or the stability of an iron bridge. These more advanced kami have equally more advanced (or at least recognizable) motivations, often seeking to propel their manifestations firmly into the psyche of the Empire. At the far end of the spectrum are elemental, fundamental kami, who are tied closely to the architecture of the universe. These beings are infinite when considered from the mortal realm, and while they may be enticed, or directly served, they should be viewed as gods more than allies.

Mortals who possess some amount of Shinpi are able to interact with the kami. The form of these interactions is bound to be unique, but the effect is that those mortals may coerce the kami into creating mystical effects on their behalf. The *magic* still comes from the kami, but the mortal is in the driver's seat for that interaction, at least.

KIKUCHI MEDIA INC. ●●●●

Yori Kinumoto, great-grandson of the first Kinumoto Shogun and famed Master of the Sphere of Time, has recently returned to our humble timeline after a lengthy (to us) sojourn *elsewhere*. Master Kinumoto will be in our studios on Friday to talk about his latest adventures through the fourth dimension… we think!

UM FINANCIAL ANNOUNCED RECORD PROFITS THIS QUARTER, BOOSTE

THE SYSTEMS OF MAGIC

For game purposes, characters use Shinpi to entice kami to create magical effects by casting Rotes, or spells. Accomplishing this isn't much different than any other Skill roll or contest in the game. Except that you're making people fly and stuff.

Shinpi (Again)

Shinpi is the Core Trait that measures a character's ability to interact with – cajole, convince, intimidate, or charm – the kami. Unlike the other six Core Traits, Shinpi starts at 0 and can't be **raised by XP** until your character is granted at least 1 point in the Trait from somewhere, after which it can be raised like any other Core Trait (see **Chapter 11**). The most common way to gain Shinpi is through training in one of the magical Paths. These Paths grant you an automatic amount of Shinpi, depending on your Rank. The **Kitsune** Lineage, as well as your choices during the **Priority Buy** process at character creation, may allow you to gain some Shinpi even if your Path doesn't grant any.

Shinpi doesn't grant the automatic ability to perceive or understand the kami of NewEdo; rather it's a measure of a character's potency when entreating the kami to produce desired effects.

If you assign Priority E to Magic at character creation, you can never have any points in Shinpi, even if your Path description grants you Shinpi. Priority E in Magic means you can never speak to the kami or cast Rotes. Never ever. You're deaf to the kami and they probably mock you for it.

Kami (Again)

To cast any Rotes, you need access to at least one kami. Kami create magic for you, so you'll need to establish some sort of relationship with a spirit (or group of spirits) before you can conjure up mystical effects. There are only two ways to gain access to a kami: first, if you take Magic at Priority A, B, or C during character creation, you'll be granted access to one kami of your choice (see page 63); second, your Path may grant you access to a selection of kami. That's it. Magic is limited in NewEdo.

Kami are very thematic – the kami of charcoal smoke will be very different than the kami of knots, for example – and so the Rotes that each kami grants access to will also be thematic. Think of the kami you have access to as schools of magic. As you're creating your character, choose kami that suit the style and theme of your character and their Legend. The Rotes that you can cast should reinforce or augment your Legend.

Kami vary greatly in their power. At the start of the game, you'll only have access to the weaker Kami, who in turn only know weaker Rotes. As your Legend grows and your Path Ranks improve, you'll gain access to more powerful kami and Rotes. Kami are described in their increasing potency by their **Tier**, with higher Tier kami being more powerful and more fundamental to the structure of the universe.

Rotes

Magical effects are known as Rotes because the person attempting to enact that effect must perform certain actions or recite specific words to convince the kami to manifest the intended result. Kami exist outside of the mortal perception of time, and don't respond well to sloppy interpretation or creativity when it comes to Rotes; they react instinctively to certain stimuli to create predictable effects. This doesn't mean that kami are automatons or non-sentient; rather, those who desire to use magic have learned that Rotes are the only secure way of convincing the kami to perform the desired effect. Interactions with kami other than the use of Rotes will be as varied as the kami themselves.

Rotes are symbolic, habitual, and mechanical. The common superstitious habits people possess are the very root of this form of magic – lighting incense, the way they set down their chopsticks, knocking on wood – as these actions create a reaction from the kami that may derive some result, diffused though it may be. The Rotes characters cast are just more potent actions intended to entice or summon the favour of the kami.

Every Rote requires that the caster be able to speak and make hand gestures at the very least. The stylistic form that spellcasting takes in your game should be open to imagination, with the only limiting factors be that a caster can't be **Immobilized** or **Silenced** when trying to use a Rote. Rotes are patterns that trigger a specific response from the kami – you can't just ignore the chanting part. For more details on the limitations and structure of casting, see below.

The number of Rotes you know is initially determined by your Path and your Magic Priority at character creation. You'll later be able to learn more Rotes using XP and advancing through your Path.

Starting on page 158 you'll find a list of the kami and their Rotes. Each Rote has a description of the effects that may be created in the casting of that particular ritual. While the actual casting of each Rote is mechanical and structured, the results may vary depending on the situation, particularly if you've got a good relationship with that kami. For example, the kami of **Plants** have a Rote called *Harass*: when cast, plant growth bursts forth to attempt to wrap around a target's head, distracting and possibly blinding them. If you'd prefer to trip the target, this Rote might be used to direct plants to wrap around their legs instead of their head. Creative use of the effects of Rotes is encouraged, within the limitations and potency of the Rote and kami. These adaptations are subject to storyteller approval.

Kami exist on a different plane, one that intersects mundane reality but isn't limited by mortal perceptions of space and time. If you have access to a kami, you can call on that kami with a Rote regardless of whether or not that kami's concept (plants, fire, earth, etc.) is represented in your vicinity. That is, you could cast an Earth kami Rote on a ship in the middle of the ocean or a Peace kami Rote in the middle of a warzone. You're not carrying these kami with you (probably the opposite...) but you can call on them regardless of your surroundings.

Mikata Kami

Most of the Paths that teach Shinpi, Culture 2 of the **Kitsune** Lineage, and Priority A for Magic at character creation, all grant your character a **Mikata**. A Mikata kami is a permanently allied spirit who tends to follow your character everywhere, like a familiar or a puppy. Like all kami, Mikata have highly varied themes and personalities, which will affect how they interact with your character. A Mikata grants one special power or bonus to your character that can't be interrupted or removed.

If you're granted a Mikata by your Path, you'll be given a list of potential kami that may act as your Mikata, typically from the **Tier 0** or **Tier 1** kami. The Kitsune Culture that grants you a Mikata allows you to choose from any of the Tier 0 kami as your Mikata. If you choose Priority A for Magic at character creation, you're able to gain access to any kami from Tier 0 to **Tier 3**, learn one Rote from among that kami's list of Rotes, and may have that kami act as your Mikata.

You can only have one Mikata. If you're granted a Mikata by more than one source, you can choose your Mikata from the combined lists of those sources. In a case where you have two or even three sources of a Mikata, you double or triple the bonus statistical effect of your Mikata and would treat that kami as particularly powerful for roleplaying purposes.

Interacting With Your Mikata

Choose a Mikata that suits your character, for either roleplaying or playstyle purposes (preferably both). A character's interactions with their Mikata have been left almost entirely open for roleplaying purposes. In the descriptions of the kami that follow, you'll find that each type of kami has a personality and manifestation that describes how they appear in the mortal plane (if they choose to do so). Use this information to filter through the kami for a Mikata who'll add depth to your character and be fun to interact with.

That interaction may be as expansive or as limited as you like. You might choose a Mikata of Locks who manifests as no more than the jangling of keys when you walk by a locked door, or a Mikata of Numbers who manifests as a raven who never leaves your side. You can talk to your Mikata as much as you like, though their responses will be limited by their type. Mikata typically don't converse openly with you, and while they may give you little nudges or vague hints, your Mikata isn't a second character for you to control. Think of your Mikata as a living spell or embodiment of magic.

For game purposes, your Mikata is usually invulnerable and may choose to be invisible. It can't be targeted by attacks and can ignore any social interactions that don't interest it. When it doesn't like what's going on, it can return to its home plane safely. Your Mikata won't act as a spy for you, can't peek around corners or explore dark rooms, and can't be sent on fetching or finding missions when you forget to bring enough ammo. Regardless of how corporeal your Mikata chooses to manifest, it's ultimately a spirit of a concept that has become attached to your character's Fate. When you think you're talking to your Mikata, you may actually just be talking to yourself... best not to dwell on that too much.

Changing Your Mikata

Your character's relationship with their Mikata is based on some sympathetic connection to an idea, and that connection is far from casual. Once you choose a Mikata, you can't just abandon it at random and choose another – that kami has effectively become part of your character.

You may only switch or upgrade your Mikata when you make progress along your Fate, as represented by increasing your **Path Rank**. When you do, you may swap out your Mikata for any other kami whom you have access to, including any new kami that may have been made available to you with your new Rank.

If a character not on a magical Path gains a point in Shinpi, they may eventually find a Mikata. The storyteller should work with the player to determine which is an appropriate Mikata for the character and build this new alliance into their story.

ROTE SYSTEMS

In game terms, Paths grants you access to the kami, and the kami in turn allow you to use Rotes. Your Shinpi Trait defines the strength of your ability to interact with the kami and is rolled as part of a contest to determine the results of a Rote. The systems for casting Rotes are very similar to other contests in the game, with rules as follows:

Casting a Rote always uses at least some part of one of your Actions (Move, Quick or Full).

Rotes require that you make a roll based on your Shinpi (Ranks, rolled) plus an appropriate Skill, versus a TN determined by the Rote. **You may boost any casting roll with up to 5 Temporary Legend.**

Many Rotes have effects defined by the amount of the caster's roll, divided by the Target Number, written as "(Roll / TN)." These results are only applicable in integers, and the "round up" rule applies.

All Rotes have a Temporary Legend cost, as cajoling the kami is the furthest thing from ordinary in NewEdo.

Rotes have a Range (which may be limited to Self, only affecting the caster). If the target of your Rote is farther than its Range, you can't affect that target.

Rotes also have a Duration, which defines how long their effects last. A Rote description that includes "(Roll / TN)" in the Duration means the Rote will last (the casting roll divided by the TN, rounded up) in Turns, as measured by the caster. An Instant Rote's effects occur immediately while a Permanent Rote's effects last forever.

You may maintain a number of active Rotes (with a Duration longer than Immediate) equal to your Path Rank times two. There's a place on your **character sheet** to note any active Rotes you're maintaining.

An ongoing Rote may be interrupted or cancelled by a hostile caster who spends 10 Legend and attempts an **opposed contest** using a Full Action Shinpi + [the same Skill used to cast the Rote] roll. This roll is made at Disadvantage unless the opposed caster has access to the kami that created the Rote. The original caster has the option of re-rolling their Shinpi + Skill dice or using their original roll for this contest – neither choice costs the original caster any further actions. An opposed caster may only attempt to affect one Rote at a time and can't affect a Rote with a duration of Instant or Permanent.

A caster may modify the Range and Duration of their Rotes, within limits. A Rote's Range can be increased by 2m for every +5 added to the casting TN. Rotes with a Range of "Self" can't be changed. A Rote's Duration can be increased by 1 Turn for every +8 added to the casting TN. Any Rote with parameters defined by (Roll / TN) must use the modified TN to determine results.

Example: Roha is attempting to escape some thugs sent by the OBA, so she casts Harass on the nearest one. Harass requires a Full Action to cast, costs 7 Temporary Legend, and has a Target Number of 4. Roha will roll her Shinpi (27, or 2d10) plus her Sleight of Hand Skill (1d6 + 1d8) for a dice pool of 2d10 + 1d6 + 1d8. She scores a 9, 4, 5, and 5 for a total of 23. 23 divided by 4 equals 5.75, which is rounded up to 6. The target thug will have all his Perception and attack rolls reduced by 6 for the duration of the Rote.

Counter-Rote Example: A vine from a drainpipe grows out and wraps itself around the target thug's head, nearly blinding him. The thug's buddy somehow happens to have some Shinpi, though, so he attempts to cancel Roha's magic. He spends 10 Legend and rolls his Shinpi (2d10) plus his Sleight of Hand Skill (1d6) at Disadvantage (less 1d10) because he doesn't have access to the Plants kami. He gets a 6 and a 4, for a total of 10. Roha knows that her original roll of 23 beats the 10, so she doesn't need to roll to resist. Her Rote stays active.

THE TIERS OF KAMI

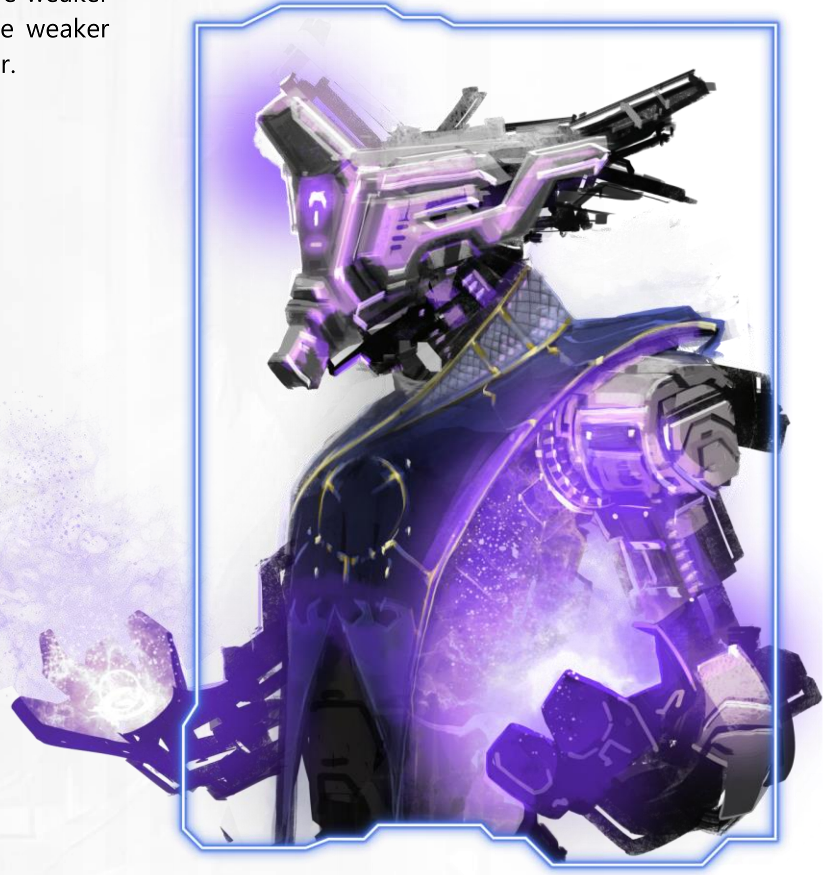
Kami vary in power, from ephemeral sparks to immortal elements. A kami's power is generally tied to the significance of its idea – that is, weak kami will surround brief or fleeting concepts that most people hardly ever think about, while things and ideas that have undeniable importance, materiality, or permanence will be embodied by kami that can move mountains and alter the course of history.

The kami are categorized by Tiers of increasing potency. A variety of factors affect what Tier a kami falls into. First, concepts that are niche or highly derived tend to be weaker, as they have a very narrow window of influence in the world. This doesn't necessarily mean that these concepts are unimportant in the Empire; rather, only that those ideas have very specific applications. Another factor that affects potency is how processed an idea or concept is – for example, a sword is processed out of metal, which is an element under the concept of matter. A sword kami would most likely be weaker than a metal kami, who in turn would be weaker than the (very fundamental) kami of matter.

Kami Descriptions

On the following pages you'll find a list of the kami and their Rotes (if they have any). Each kami is described in terms of their personality and what possible manifestations they may take in the mortal realm, when they choose to do so. Almost every kami also includes bonus for when a character chooses that kami as a Mikata, noting that higher Tier kami have stronger bonuses. If a Mikata grants a bonus to any Skill rolls, that bonus applies to Rote casting rolls that use that Skill, as well as any mundane uses. These bonuses are permanent and don't require any action on your part to activate – once you have a Mikata bonus, it becomes part of your character.

Only characters who choose a kami as a Mikata gain its statistical bonuses. Merely having access to a kami does not give you its Mikata bonuses.



LIST OF KAMI AND ROTES

Common Rotes

The four Rotes on this page are available to learn by anyone who has access to at least one kami, even a Tier 0 Mikata. When your Path or Magic Priority states that you can learn a new Rote, you may choose from among these four, or from the list of Rotes under the kami you have access to (on the following pages). You may also choose to **use XP** to learn Common Rotes at a cost of 10 XP each.

These Rotes reflect very common interactions with the kami, from asking them for information to directing them to harm your enemies in some way. They're generally easier to cast than the rest of NewEdo's Rotes but they're also less powerful. The Common Rotes don't have a casting Skill associated with them, meaning that you only roll Shinpi when attempting to cast one. The rest of NewEdo's Rotes include a Skill to roll in any casting contest, which increases the potential of your roll and the complexity and strength of those Rotes.

Common Rotes should be used for roleplaying and style purposes as much as utility. These Rotes effectively give your character a chance to interact with the kami on a regular basis at a very low Legend cost. The style that your interactions take will depend on which kami you have access to and your own preference. The effects listed below don't change, but the way those effects are delivered in-game is up to you.

For example, a character who uses their Weather kami to cast the Assault Rote may batter their target with wind, while another character casting the same Rote with their Insects kami may send a swarm of biting beetles to attack. No matter what style or kami you use, the Assault Rote does the same Arcane damage to your target, but these common Rotes add a layer of roleplaying depth to characters who have a connection to the spirit world.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Assault	Full	5	4	8m	Instant	*[none]*

You direct a kami to harm a target within range. Roll Shinpi versus the TN and, if you succeed, your kami deals [Path Rank]d8 Arcane damage to the target. Some kami revel in this kind of mischief, while others are highly reluctant to harm anyone. This is still a Rote, and your casting can force a kami to comply, but habitual use of this Rote to demand that a Peace kami, for example, harm your enemies will end up with a very disturbed Peace kami tied to your Fate...

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Bolster	Full	*	4	5m	Instant	*[none]*

You may target yourself or anyone in range with this Rote. Bolster sends a spirit to restore a target's **Resolve**, healing their will. The TN is the target's current Resolve, and on a success they regain [your Path Rank]d4 points of lost Resolve, up to a maximum of their Resolve Trait score.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Chatter	Full	5+	3	3m	Instant	*[none]*

You may attempt to use this Rote on kami you don't have access to, though the difficulty increases by a subjective amount. This Rote allows you to speak openly with a spirit for your Turn, asking a quick question or two. Kami tend to only collect information on events tangentially related to their own concept. Higher casting rolls will generate clearer answers from more helpful kami. When you cast this Rote, you gain a vague sense of what kami may be in your area.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Yeet	Full	5	5	Self	Instant	*[none]*

Using some means appropriate to their theme, this Rote compels a kami to toss you through the air towards a destination... or gently move you through the air if your kami likes you. In effect, if your casting roll is a success, you may move up to [Path Rank x2] metres in any direction. This Rote can't teleport you through objects, so the path to your destination must be traversable by your physical form.

Tier 0 Kami

Alcohol: the spirits of spirits are a variable lot but are, for the most part, well intentioned and enjoy the company of others. Mikata bonus: add +1 to all Presence rolls.

Books: sedate but a little jealous, the kami of books choose to manifest literally as tomes or sometimes as small animals. Mikata bonus: add +1 to all Savvy rolls.

Charcoal: charcoal represents food and communal eating, and these kami try to solve every problem by feeding it. Mikata bonus: add +2 to any social interaction that involves food.

Clocks: the Empire runs on a strict schedule, and the kami of clocks prefer order and precision. These kami tend to manifest with audible rather than visual cues. Mikata bonus: add +1 to your Initiative.

Dreams: the kami of dreams can be moody and often have repetitive habits. Despite this, they're good at creative solutions and can foster inspiration. Mikata bonus: add +2 to rolls where you're trying to find a new way of doing things.

Locks: the kami of locks are methodological, though their personalities may vary greatly – some are stalwart guardians, others are capricious tricksters. Mikata bonus: add +2 to all Security rolls.

Pain: ranging between woeful and furious, the kami of pain are generally unpleasant and manifest themselves as bloodstains and dark patterns on their mortal partner. Mikata bonus: your damage rolls ignore 1 point of Kinetic Soak.

Paths: the city is a web of tunnels, pedestrian bridges, walkways, and manicured garden paths, and the kami that evince these paths are helpful, protective, and orderly. Mikata bonus: adverse effects that would reduce your Move are reduced by 1m.

Rain: rain kami are ancient spirits with a paternalistic outlook. They're patient and kind, though a little chaotic. Mikata bonus: add +2 to all Meditation rolls.

Rope: meticulous kami that prefer tidiness and organization, the spirits of rope are as old as the Empire and can be somewhat resistant to change. Mikata bonus: your climbing speed is increased by 1m and you add +1 to all Seduction rolls.

Silence: predictably reticent, the kami of silence are offended by loud noises (and people). Their manifestations can be somewhat eerie, and these spirits rarely attach themselves to jovial individuals. Mikata bonus: add +2 to Stealth rolls.

Sleep: these lethargic kami have surprisingly powerful manifestations, often as lazy animals. Despite their lassitude, the kami of sleep mean well and are helpful when possible. Mikata bonus: regain 4 extra HP at every Rest.

Solitude: the kami of solitude range in demeanour from fierce independence to sullen loneliness. They're known to prefer small spaces and often exhibit agoraphobia. Mikata bonus: add +1 to any Skill roll when there are no witnesses.

Sparks: burning bright but fading fast, the kami of sparks are lively, energetic and sometimes volatile. A character whose Mikata is a spark kami will have many different familiars throughout their lifetime, but all of these relationships will be deep and strong. Mikata bonus: increase any Elemental damage you do by 1 point.

Sunlight: slow, peaceful, and benevolent, these kami bring positivity to the darkest corners of the Empire. Malice hides from the kami of sunlight. Mikata bonus: add +1 to all Perception rolls.

Tea Ceremony: the spirits of this timeless and ritualistic act represent the very soul of the Empire. The world may flit and change, but the kami of the tea ceremony epitomize stability, tradition, and balance. Mikata bonus: add +2 to any roll that involves respect.

The Wheel: the wheel is a symbol of both balance and change, and its kami are incredibly diverse. Some are as stoic as the mountains, knowing that balance will always be restored, while others are violent, even malevolent, harbingers of change. Regardless of your perspective, their alliance as a Mikata grants you +2 to Defence.

Tier 1 Kami

Fear

The kami of fear usually manifest as nightmares or demons, but sometimes they take on the appearance of innocents or victims. Fear kami aren't necessarily malicious but they gain strength from the emotional distress of others, which generally leads to unpleasant characteristics. If you choose a fear kami as your Mikata, you add +2 to all Intimidation rolls.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Mark of Fear	Full	5	9	10m	1 minute	Investigation

For the duration, the target of this Rote: i) can't Surprise you, and ii) takes an extra (Roll / TN) Arcane damage whenever you damage them in any way. Roll once when you cast the Rote and keep the result for the duration.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Frighten	Quick	10	7	10m	1 minute	Intimidation

The target becomes **Afraid** of you. On each of their Turns, they may attempt to overcome their fear using a Full Action to roll Heart + Survival versus a TN equal to your casting roll. Once they succeed, the effects of the Rote end.

Insects

Kami who embody insects tend to have very strange sentience, and their motivations can be alien and confusing. These are diverse kami, though, and while one may manifest as crawling horrors, another might follow you around in the form of butterflies or glowbugs. As a Mikata, these kami grant you +2 to Survival rolls

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Chitin	Full	5	7	Self	1 minute	Survival

Add (Roll / TN) to either your Kinetic or Biological **Soak** (choose once when you cast the Rote) for the duration.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Cleanse	Full	12	6	3m	Instant	Medicine

On a successful roll, you may neutralize any toxin, poison or chemical agent currently affecting your target. This Rote doesn't protect against future applications of the same detrimental effect(s).

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Poison Touch	Full	7	12	Self	1 minute	Medicine

You conjure a toxin to apply to a melee weapon or your fists, depending on your fighting style. The toxin adds (Roll / TN) Biological damage to each successful strike. Roll once when you cast the Rote and keep the result for the duration.

Language

The kami of language tend, predictably, to be very vocal, though their messages are incomprehensible as normal words. Some of these kami manifest as nearly legible writing in the form of graffiti or calligraphy, while others take academic anthropomorphic shapes. A language Mikata grants you +2 to all Eloquence rolls.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Compel	Full	*	12	5m	*	Eloquence

This Rote grants you the power to command one target to obey you, with the TN determined by the complexity, duration and risk of your command. One-word commands that can be immediately accomplished are TN 15; moderately detailed commands that may affect the target for a minute or less are TN 25; highly complex commands that involve decision making by the target and may affect them for hours or longer are TN 40 or more, as determined by the storyteller. This Rote can't force anyone to directly harm themselves or their allies, nor can it compel them to attempt something impossible. The target is fully aware that you've ensorcelled them.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Polyglot	Full	13	5	Self	1 hour	Study

For the duration you can understand all written and spoken language. If you roll 20 or higher when you cast the Rote, you can also speak any language that you hear with a basic level of fluency.

Light

Light kami almost never have a physical manifestation beyond that of reflected light. These kami seem to exist in their own plane, and it's nearly impossible to understand their decisions and motivations. Despite this, light kami seem to be generally benevolent. In the rare case where you earn the partnership of a light Mikata, you gain the ability to see in total darkness up to a range of 3m.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Glow	Full	7	12	10m	(Roll/TN)	Rally

A number of targets that you can see equal to your (Roll / TN) are lit up with a neon glow. You choose the colour. Attacks against the affected targets are rolled at Advantage for the duration.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Holograms	Full	*	10	10m	1 minute	Deception

You cause the illusion of an object, person, or effect to appear within range. The illusion appears real but is visual only and can't cause any damage. The TN is based on the complexity of the illusion you're trying to create, as determined by the storyteller: 5 for a small static image, 20 for a convincing humanoid in motion, 50+ for a dragon in flight breathing fire. You may move and control the illusion each Turn using a Quick Action.

Numbers

Acquisitive and mischievous, the kami of numbers often take the form of ravens or magpies and prefer to congregate in groups. These kami aren't always helpful and sometimes need to be bullied into performing their duties. A numbers kami Mikata grants you +2 to Sleight of Hand rolls.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Chance	Quick	12	6	Self	1 Turn	Gambling

This Rote only lasts until the end of your current Turn, but before it expires you may choose one subsequent roll and roll it twice, keeping whichever of the two results you prefer.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Confound	Full	8	9	7m	(Roll/TN)	Tactics

You send the kami to confuse a target, distracting them and reducing their ability to focus. For the duration, the target may only take one of either their Quick or Full Action (not both) and their move is reduced by 2m. Targets (typically NPCs) without Quick and Full Actions instead have their Actions reduced by one per Turn for the duration.

Peace

These kami take many forms which are all benevolent and protective. Peace kami are intelligent, have their own motivations, and develop strong relationships with mortals that may last decades. Their physical manifestations tend to be very real and reflect their protective nature – armour, dogs, priests and priestesses, etc. If you take a peace kami as a Mikata, you gain +2 to your Defence.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Balm	Full	8	8	3m	1 minute	Medicine

The target of this Rote has their **Wound Penalties** reduced by (Roll / TN) for the duration

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Confederacy	Full	6	12	7m	1 minute	Rally

Up to four allies (including yourself, if you choose) have their **Defence** increased by (Roll / TN) for the duration.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Diplomacy	Full	8	9	5m	(Roll/TN)	Meditation

The subject of this Rote can't be targeted by attacks or adverse Rotes. It doesn't prevent inimical social attempts, but those are made at Disadvantage. This Rote ends if the subject takes any action that targets an enemy.

Plants

Calm but distant, the kami of plants have grown weaker as NewEdo's green spaces have been buried under concrete and steel. These kami have difficulty manifesting in most of the city and can only make themselves known by gentle breezes or a sombre sadness. On the other hand, in NewEdo's vast parks, the kami of plants are vibrant and as diverse as the rest of the city's population. For those rare few who find a plant kami Mikata, add +2 to Resolve.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Entwine	Full	7	9	Self	(Roll/TN)	Survival

Plant life overgrows the ground around you in a 4m radius, making it hard to move across for everyone except you and your allies. Anyone else who attempts to move through the area has their Move reduced by 4m for the duration. The area affected doesn't move if you do – the overgrowth remains in place, centred on the location where you originally cast the Rote

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Harass	Full	4	12	10m	1 minute	Sleight of Hand

Creepers and vines reach out, grasping onto a target and growing over its eyes and ears. Any Perception roll and all attack rolls by the target are reduced by (Roll / TN) for the duration, or until they use a Full Action to clear the vines, rolling Reflex + Survival with a TN equal to your original casting roll.

Weather

Weather kami are incredibly diverse, ranging from destructive to serene. Mirroring the languid, hot afternoons of NewEdo's summers, or the violence of its monsoon season, each weather kami takes on a unique personality. These kami are old and unchanging and have trouble relating to the mortal world. Despite this, weather kami can make good allies when they find the right match. A weather kami Mikata grants you +2 to all Rally rolls.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Fog	Full	5	12	8m	1 minute	Stealth

You ask the kami to summon a thick fog that fills a 5m wide cube centred on an area in range. Any projectile attack roll from inside, or against someone inside the fog, is reduced by (Roll / TN). Any **Stealth** roll attempted by someone within the fog is increased by (Roll / TN). The cloud remains stationary where you cast the Rote, though may be dispersed by heavy winds.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Gust	Quick	6	8	3m	Instant	Tactics

This Rote may be cast as an **Interrupt**. On a success, you create a brief but intense gust of wind focused on one target. The gust pushes the target a distance of (Roll / TN) in metres, in a direction of your choice away from you. The gust does not affect the target's ability to take Actions after they're pushed, assuming they remain able to do so.

If you use Gust to force someone out of melee range of you, all the rules of **Exposed** and Interrupts apply. You and your target may become Exposed to enemies and each other. You'll have used your Quick Action to cast the Rote so you won't have the necessary Action available for an Exposed attack – but your target might. Make careful use of timing when casting this Rote.

Tier 2 Kami

Ki

Anthropomorphic kami, the spirits of ki exalt in the perfection of the body and its functions. Although they exhibit stern personalities, these kami typically seek only improvement in those around them, and deep emotions run under their stoic miens. Those who find a ki Mikata are granted +5 HP.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Potent Feats	Quick	5	9	Self	1 hour*	Athletics

When you cast this Rote, you imbue your body with increased potential that lingers until you trigger it, using one of the following options (you don't have to choose in advance of using it):

- Use a Quick Action Interrupt to reduce the next source of incoming damage by (Roll / TN)
- Use a Full Action to increase your **Lift Modifier** by (Roll / TN)x for the remainder of your Turn
- Use a Full Action to increase your **Jump** distance by (Roll / TN) metres (vertical or horizontal) for your next jump
- Use a Quick Action to allow you to roll a subsequent Skill roll twice, keeping either result. The Skill must somehow relate to physical movement

> *AND NOW, WE COME TO THE FEATS OF STRENGTH.*
>
> Frank, Legend

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Chemistry	Full	15	12	3m	(Roll/TN)	Eloquence

This Rote can either accentuate or calm the emotions of its target. The kami can't change a person's emotions – they can only manipulate their existing ones – so you can't make an angry target horny or a joyful target depressed. Rather, you could calm an angry target or elevate someone's joy to elation. The strength of this effect is determined by the degree of your casting roll success, with higher results allowing for more extreme changes to the target's mood.

Earth

Proud, strong, and pensive, the kami of earth can manifest in a variety of ways, from barely audible rumbles to tangible elemental warriors. With a stubborn personality and resistance to change, earth kami often have difficulty keeping up with the pace of change in NewEdo. Despite this, they're keen actors in the world and seek to ensure stability. An earth Mikata grants you +2 Resolve and 1 point of Kinetic Soak.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Drag	Full	6	14	10m	(Roll/TN)	Deception

The gravity in a 5x5 metre square centred within range is dramatically increased for everyone except you, if you're in the area. All those affected are subject to the following: i) their Move is reduced by (Roll / TN) metres; ii) Lift Modifiers and Jump distances are halved; iii) all ranged attack rolls in or out of, and all melee attack rolls within, the area are reduced by (Roll / TN).

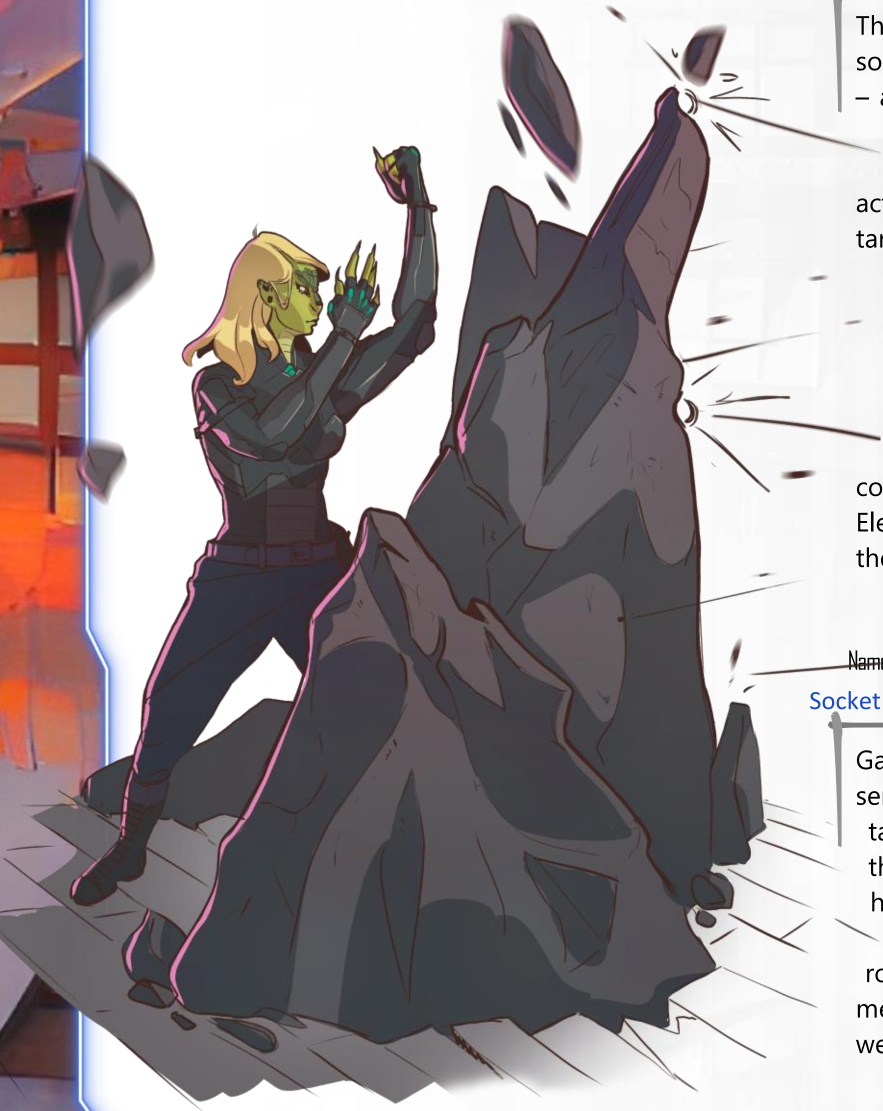
Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Float	Full	10	14	7m	(Roll/TN)	Sleight of Hand

You convince the earth kami to forget one target for the duration, effectively negating the effects of gravity on them. If the target wasn't expecting this, there's a good chance that their next action will lift them into the air as their motions create a counterforce against the ground. These targets will continue to move away from their push-off point at a rate of 3m per Round in an appropriate direction.

Individuals who are floating make all attack rolls at Disadvantage unless they've anchored themselves to an object. This Rote doesn't provide any means of movement once the target is off the ground. Once the Rote is cast, the target can move any distance from you without negating the effect. At the end of the duration, the effect ends abruptly, potentially causing **falling damage** if the target was elevated higher than 3m.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Shield	Quick	8	16	Self	Perm.	Security

This Rote may be cast as an **Interrupt**. A large chunk of rock approximately 20cm thick emerges from the ground in front of you, with its size based on your roll. (Roll / TN) individuals may benefit from these effects (assuming everyone is Size 4 or smaller), generally indicating approximately 2 square metres per individual. The rock provides a number of benefits as follows: i) it acts as full cover for anyone behind it; ii) it breaks visual contact, allowing you/allies to attempt Stealth rolls; iii) if summoned into the space occupied by anyone, they take (Roll / TN) Kinetic damage and are pushed to the opposite side of the rock wall from you. The wall can take (Roll / TN) x 50 points of damage before being destroyed and is immune to Arcane, Biological, and Elemental damage.



Electricity

The kami of electricity are young and unpredictable. They understand that their power is ascending in the world and can sometimes be arrogant as a result. With little respect for the dull pageantry of tradition, electricity kami are usually rebellious, though their loyalty can be bought with leverage. Manifesting as anything from a shower of sparks to a corporeal being, electricity kami tend to favour forms that exemplify their power. For those able to earn the loyalty of an electricity Mikata, add +2 to your Initiative and +1 Elemental damage to all damage rolls.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Jolt	Quick	*	6	8m	Instant	Arcana

This Rote may be cast as an Interrupt. When someone within range begins to perform an action – a Skill roll, a Rote, an ability – you may cast this Rote as a Quick Action Interrupt concurrently with the target's action. You must declare this action before determining the success of your target's attempt. The kami give you a bonus +5 to your casting roll. If your roll total is higher than your target's, you jolt them, interrupting whatever it was they were trying to do (wasting their action and any Legend, ammunition, etc. that would have been used in the attempt). If your roll is lower than the target's, their action continues as normal and you take 5 points of Elemental damage as the disappointed kami vent their anger on you.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Socket Dance	Full	7	11	8m	Instant	Hardware

Gathering the power of the kami around you, you send a powerful electrical bolt arcing towards a target within range. Roll Shinpi + Hardware against the TN; if you don't succeed, the power dissipates harmlessly, but if you succeed, you do Elemental damage equal to your roll minus the TN. Your roll is made at Advantage if the target is wearing metal armour, is holding a two-handed metal weapon, or has a **Biofeedback** rating of 4% or more.

Metal

Steadfast allies of sentient species, the kami of metal have grown in power with the rise of civilization. These kami range in personality from stoic to passionate, but all favour accomplishment over complacency. They're prone to some neurotic tendencies and can get caught up in the beauty of a manufactured thing or the height of a building. Despite this, metal kami are some of the most reliable and predictable spirits of the modern world. A metal kami Mikata grants you +2 to all Drive and Hardware Skill rolls.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Harden	Quick	6	11	3m	1 minute	Wetware

This Rote conjures metal kami to infuse the skin of the target, granting them fortitude. For the duration, the target gains (Roll / TN) Kinetic and Elemental **Soak**.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Magnetism	Full	15	8	10m	Perm.	Security

You may cast this Rote on any metallic object that weighs less than 1kg. The target object becomes highly magnetic, permanently, which may affect its behaviour or properties in a variety of ways. The magnetism is sufficient to cause nearby metallic objects to be attracted to it but is insufficient to redirect bullets in-flight or to attract a swinging katana, for example.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Temper	Full	5	16	1m	1 minute	Hardware

You cast this Rote on a metal weapon, igniting the angry kami within it. Successful attacks with the weapon cause an additional (Roll / TN) Elemental damage for the duration. Roll once when you cast the Rote and keep the result for the duration.

Water

These kami are ancient, powerful, and usually helpful. Representing everything from a raindrop on a flower to the currents of the ocean, water kami have inhuman personalities that, while clearly sentient, are difficult to understand. Their motivations and desires aren't often evident, beyond their tendency to pause to ease suffering where possible. The eldest of these kami lose their empathy and replace it with indifference, but are rarely encountered in modern NewEdo. A water kami Mikata grants you +2 Defence and +2 to all Meditation rolls.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Feast	Full	14	10	Self	Instant	Crafting

You convince the kami to conjure up a healthy meal, including sufficient water, for 5 people. The higher your roll, the better tasting and more intricate the meal can be.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Flood	Full	8	15	*	1 minute	Survival

Summon a large volume of water that rises from the ground, quickly reaching a maximum depth of 50cm. This water covers a circular area with a radius of (Roll / TN) metres, centred on you. Everyone in the affected area except you has their **Move** reduced by 4m and is soaked up to their knees(ish). You remain dry and the water doesn't quite touch you, even if you move.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Soothe	Full	2	6	5m	Instant	Meditation

The target of this Rote is healed for (Roll / TN) HP.

Tier 3 Kami

Air

Though they rarely take on physical manifestations, air kami are some of the most active and political spirits in NewEdo. These beings are known to be somewhat vindictive and, by evidence, are poor losers. They revel in victory and scheme in defeat and can hold a grudge for centuries. Not inherently evil, air kami nonetheless show little sympathy for mortals and are difficult to coerce. To gain their favour, one must be able to give them something in return, and these ephemeral spirits are rarely interested in simple baubles... Those who somehow attract an air kami Mikata gain +3 to all Deception rolls and +1 to all Savvy rolls.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Beguile	Quick	18	15	Self	1 scene	Deception

This Rote calls the kami to subtly alter your words, enhancing the delivery of what you're saying without changing the meaning or making it evident that you've cast a Rote. All social contests are rolled at Advantage for the duration. Active observers may roll Perception + Arcana as a Quick Action, noticing your Rote if their roll exceeds your casting roll.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Flight	Quick	11	14	Self	(Roll / TN)	Thrown

You gain the ability to fly at the same rate as your **Move**. When the effect ends, you drift gently to the ground regardless of how high you were in the air.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Silence	Quick	14	12	5m	1 minute	Stealth

Air kami gather around the target, catching sounds and murmuring in their diffuse voices, masking all noise made by the target. This effectively silences the target for the duration – no sound escapes their immediate area, including voice, interaction with objects, gunfire, etc. If the target is unwilling, the TN is instead their **Resolve**.

Death

The colour of death in the Empire is white, and the kami of death may take odd manifestations, but they're no demons. Rather, these wry spirits tend to possess an alien humour, and reflect NewEdo's respect for inevitability. Patient and a little pedantic, the kami of death value knowledge as something that must be accumulated in life. Those who pass ignorantly into death are dismissed as dolts, while those who bring a lifetime of learning are venerated by the spirits of mortality. A death kami Mikata will grant you +2 to Study rolls, +1 to Intimidate rolls and 2 points of Arcane Soak.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Entropy	Full	9	16	3m	Instant	Meditation

You evoke energy from the kami that causes the accelerated decay of your target (which can be living or inanimate), doing damage equal to your roll minus the TN. The damage ignores all Soak and is considered to be both Biological and Arcane. Damage done in this way doesn't heal naturally, requiring the target to seek out magical or technological restoration (Medicine Skill rolls are ineffective on their own, and this damage isn't healed during a Rest). If the target is inanimate, the storyteller will decide how much damage is necessary to destroy it: for example, 5 points for a small electronic device, 15 for a metal door, or 50 or more for a **vehicle**.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Possession	Quick	20	16	1m	*	Intimidation

This Rote bullies a kami into inhabiting either a dead body or an inanimate object, conveying on it a semblance of life. Part of the casting requires that you tell the kami what you want it to do with whatever it's inhabiting, and you must use a Quick Action every Turn to continue communicating with the kami or it will act on its own volition, usually with unpredictable results. A body inhabited this way looks as dead as it did before the possession, and its movements tend to be stuttered and jerky, though a powerful body retains its potency after death. Possessed inanimate objects are granted limited articulated movement but must have sufficiently reasonable shape to provide for locomotion if that's the caster's desire. The kami can't speak through the target or cause the target to speak, nor can it interact in any way with the mind or soul of a dead body. A kami that possesses a technical object may affect its operation in a very limited capacity, mostly restricted to actions that require a mechanical process (opening a door, firing a gun), and it can't read data or send information or perform any other digital function within the object. This Rote lasts for [Path Rank] minutes or until the inhabited object is destroyed.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Shroud	Full	*	12	4m	Instant	Investigation

You speak to the kami of death and suss out their focus in your immediate area, granting you information otherwise unavailable to mortals. The amount you learn depends on your casting roll. With less than 10 you may get the willies if there's been recent violence nearby. With 20 or less, you may determine if someone in range has killed another being in the last 24 hours or seek out basic information about a nearby corpse (what, not who, may have killed it, for example). With 30 or less, you may determine who was responsible for a nearby corpse, or sense if an area is prone to death, or see the stain of murder on someone's soul regardless of how long it's been. With more than 30, you may speak briefly (3 questions or less) with a recently departed soul, and you begin to see the threat of death in strings running between individuals – who may come into conflict in the near future, who has fought in the past, etc.

Divination

By any reasonable assessment, the kami of divination are insane. Flitting in and out of sight and existence, these spirits suffer from the knowledge of truths that may never be. Though gifted with foresight, divination kami are rarely able to prevent sadness or ensure joy and, as such, can become inured to, or obsessed with, either. As they attempt to counter their own impotency, these kami manifest in increasingly powerful aspects and take on some of the most surreal but corporeal forms in NewEdo. The appearance of a divination kami very rarely marks the end of a quiet evening. Those unfortunate souls who connect with a divination Mikata gain +2 to Perception rolls and +2 Initiative.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Canary	Full	*	18	Self	Instant	Banter

This Rote asks the kami to gossip about the future, warning the caster of threats or plots or hinting at beneficial outcomes. The higher the caster's roll, the more precise the information will be, though it's incredibly hard to pinpoint information that's both far in the future and uncertain in execution. It's easier to learn information about oneself than others, and this is reflected in the Rote's difficulty. A roll of 10 would only warn the caster of a very imminent threat to themselves, while 25 or more would grant information on machinations from a known enemy sometime in the next few months or the promise of a vague future windfall. Forty or more is required to gain specific information about events far in the future or actions by actors currently unknown to the caster. While this can be frustrating, many casters have discovered that this Rote is a useful alarm, as even a rudimentary roll (10) will warn of an attack that will occur in the next few hours (though not necessarily by whom).

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Fortune	*	10	16	Self	16 hours	Gambling

This Rote takes one full minute to cast. It allows the caster to sift through potential futures and choose the most advantageous ones. The caster gains a number of do-overs equal to their (Roll / TN); each of these do-overs can be used to re-roll any single roll for the duration of the Rote. For example, if the caster rolls a total of 35 on their check when the Rote is cast, they gain (35 / 10) = 4 do-overs to use anytime in the next 16 hours (remembering to round up). Casting this Rote more than once a day tends to cause temporal disruptions that annoy the kami...

Fire

The kami of fire are direct, literal, and impulsive. They're not malicious but do enjoy chaos. Despite their volatile personalities, fire kami are as tame as house dogs once mastered and make excellent allies. Knowing this, many of these spirits resist forming alliances as long as possible, preferring violence over subservience until they encounter a suitable mortal. Fire kami assume very literal manifestations and may writhe around their mortal ally in sheathes of flame or walk in near-mortal forms. A fire kami Mikata grants you +2 to Crafting rolls, +1 Elemental damage to all damage rolls and +2 to Seduction attempts.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Explode	Quick	15	18	10m	Instant	Seduction

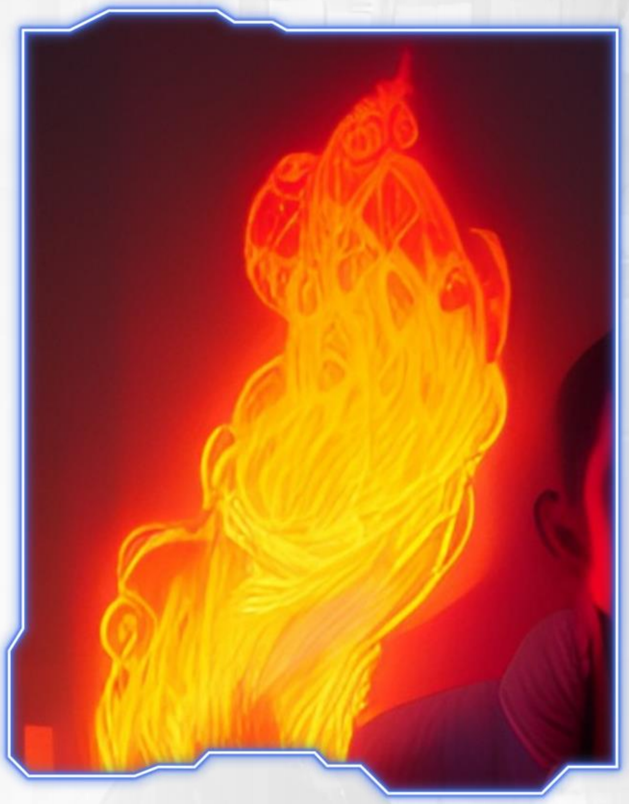
This Rote may be cast as an **Interrupt**. It requires that there be a spark or open flame (even a muzzle flash) at the target location. The caster entices the kami of that spark, causing it to explode dramatically. Everyone and everything within a 3m radius of the target location takes (Roll – TN) Elemental damage and must roll a Reflex + Athletics check; if their total is less than the caster's roll, they're also **Grounded**.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Lash	Full	12	14	5m	Instant	Unarmed

This Rote forces the kami to lash out along a 5m x 1m path originating at your body, igniting or melting everything in their way. Creatures and objects along that path take (Roll – TN) Elemental damage. Creatures absorb the ire (damage) of this Rote in their space, but objects not held or worn can be destroyed if sufficient damage is done.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Purify	Full	7	15	Self	1 minute	Survival

You imbue your body with the scouring purity of fire, protecting you from harm. For the duration, you gain (Roll / TN) Kinetic, Arcane, Elemental, and Biological Soak, and your skin glows like lava. Additionally, anyone who successfully hits you with a melee or unarmed attack takes your [Path Rank] in Elemental damage (regardless of whether they do any damage to you).



Knowledge

The kami of knowledge exist at the very limits of mortal perception. They don't assume strong manifestations, nor exert any obvious influence on the physical world around them. Despite this ephemeral nature, they have a potent impact on those they interact with, though the encounter is rarely describable in a rational sense. Knowledge kami nudge mortals, and their touch can be both addictive and maddening. Knowledge kami don't form Mikata relationships.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Reveal	Quick	13	15	10m	1 minute	Investigation

You become aware of hidden or invisible beings (excluding kami) in your immediate area, seeing them as glowing outlines within your field of view. Physical objects don't hinder this Rote, so you also gain the benefit of knowing who's behind walls or under cover, noting the limits of the range of the Rote. Individuals who've been revealed to you in this way aren't aware of your knowledge.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Scry	Full	*	12	8m	Instant	Arcana

Scry reveals one piece of information about your target's nature for every multiple of 6 you rolled on your casting attempt. You may gain information about the target's Legend, types of attacks, damage resistances or weaknesses, where it resides, who it's allied with, what its motivations are, whether or not it's sentient or understands language, etc. You must ask specific questions which the storyteller will answer as best they can or inform you if there's no answer. The questions need not be limited to the examples listed here but can't be overly elaborate.

> *CHOICE IS AN ILLUSION CREATED BETWEEN THOSE WITH POWER AND THOSE WITHOUT.*
>
> the Merovingian, Architect

Machine Language

The kami of machines are wholly alien to mortals, speaking their own language and existing on a plane even more obscure than that of most kami. While Machine Language manifestations reflect the steel and wire of mortal constructs, even these tend to flit in and out of existence, and their presence can often push the limits of a mortal's sanity. Communicating with these spirits requires the ability to conceive of dimensions outside of our familiar four – an incredibly rare skill. A Mikata of machine language grants its ally +2 to Computers and Hardware rolls and +1 to all Perception rolls.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Host	Full	*	18	10m	*	Hardware

You cajole the kami of a complex machine, granting you temporary control over it. This Rote can only target machines and equipment that run at least partially on software. It can't grant control of a simple firearm, but it can take over cars, phones, drones, and holographic hookers. The TN is determined by the storyteller, based on the complexity of the machine and any defensive software used by the machine's proper owner. Taking over a common mobile phone would be TN 15, an autocab TN 25, and a military drone TN 45+. Your control over the target lasts for [Path Rank] Turns or until someone finds a way to override your control...

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Translocate	Full	*	18	Self	Instant	Survival

This Rote allows the caster to travel between locations over a hardline connection – any hardline will do, including coaxial cable, power lines, and fibre optic wiring. The Rote requires an input/output device to be active or activated on both ends. A caster could not travel to an empty room with only a power outlet, but if a TV were plugged in and turned on, the caster could use that to exit the matrix of wires. The caster's physical body is disassembled into binary code, which can cause psychic trauma and feels like being submerged in deep water or exposed to the vacuum of space – alien pressures are exerted, and the caster can't breathe. The distance a caster can travel is analogous to them holding their breath – while actual distances are covered in an instant, navigating the matrix while coping with a disassembled body imposes restrictions on how complex the journey can be. The chart below is indicative of distances possible while traveling through an unimpeded network; if heightened security or active surveillance is in place at the destination, these TNs will need to be modified by the storyteller and may cause further complications for the caster. The caster must declare in advance where they intend to emerge; if their roll is less than the necessary TN, they may still enter the matrix but will be ejected at a distance closer to their actual roll and emerge into physical reality adjacent to a machine connected to the network. (Probably in someone’s living room.)

TN 10: 5 metres	**TN 25**: 1 km
TN 15: 50 metres	**TN 30**: 5 km
TN 20: 500 metres	**TN 40**+ 10 km+

Tier 4 Kami

Life

Vibrant and powerful, the kami of life are a diverse group of spirits who share a passion for both balance and change. They prefer very tangible manifestations and choose forms that reflect their differing personalities, from the patience of an ancient bonsai tree to the virility of a tiger in mating season. Life kami are rare among spirits for their limited lifespans, growing and aging within the limits of some recognizable pattern – unlike most kami, who only fade alongside the zeitgeist of their subject. Though it's rare for a mortal to gain the alliance of a kami of this potency, those who do find a life Mikata gain +0.5x to their HP Modifier.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Restoration	Full	*	20	3m	Instant	Medicine

This Rote restores the target's body to a like-new condition (without reversing the effects of aging). Wounds can be healed, poison and toxins removed, limbs restored, cancers cured, etc. There are some interesting side effects to this rejuvenation: the target's skin is renewed, removing all tanning, scars, and tattoos; piercings are ejected from the body. This Rote doesn't interact well with **Augmentations**, which life kami see as invasive. If cast on a subject with Augs, the Rote doesn't remove or destroy the technology, but the host's body attempts to reject its Augmentations, tripling their **Biofeedback** chance for 24 hours.

This Rote heals HP equal to the caster's roll, but other types of restoration have increasing difficulty levels, as follows:

TN 10: remove all toxins and chemicals from the target's body, and erase any lingering effects	
TN 20: restore a small appendage or organ (eye, hand, foot, etc.)	
TN 25: cure a non-terminal disease or virus	
TN 35: restore a major appendage or organ (arm, leg, lung, etc.)	
TN 50: cure cancer or another fatal affliction	

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Revive	Full	40	30	1m	Instant*	Intuition

The soul has an attachment to the body and lingers even after death. This Rote calls back the spirit of a recently (an hour or less) deceased being to its body, as the kami remind it of the joys of life. The soul may not be so pleased upon returning to its body, as whatever effects that killed it aren't cured or negated by this Rote. In effect, the target is returned to life with 1 HP and is granted one hour of life; if their Wounds can be healed, diseases cured, aging reversed, or poisons removed, the body may get a second chance. Otherwise, with no further aid, the body will die again after the hour is up. The victims of explosions and other brutally violent deaths usually view this return to the body as a torture rather than a blessing.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Sanctify	Full	8	16	5m	1 minute	Meditation

This Rote invigorates the life kami in an area, causing a variety of generally positive effects. Plants immediately sprout and flowers bloom, animals (if any are nearby) are emboldened, wounds begin to heal, and a warmth spreads through the affected area. In game terms, all beings within range regenerate (Roll / TN) HP each Round, all positive social rolls get + (Roll / TN), and all negative social rolls suffer from - (Roll / TN) for the duration.

Mind

Thought, sentience, mind – the spirit of these things represents our awareness of self and ability to make decisions based on more than just our basic needs. Mind kami tend to reflect a strong personality type – leader or narcissist or saint or psychopath – and while they embody *awareness*, they have no particular attachment to knowledge. Mind kami manifest in forms suitable to their personality; some are tangible and literal, while others are more emotive. A mind Mikata grants you +8 Resolve

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Dominate	Full	14	20	5m	(Roll / TN)	Intimidation

This Rote forces your will onto the mind of another sentient being, allowing you to temporarily control their body, including what they say. Roll a contested Shinpi + Intimidation versus the target's Heart + Meditation – if you win, you take control of their physical form for (your roll / TN) Turns. You must use a Quick Action every Turn to maintain this control, and may otherwise only use your own Move and Full Actions for your own body or for the target's body (or divide these abilities, if possible). For example, if you gain control of someone, you must split your Move and available actions between your two bodies on those bodies' Turns. You don't gain access to their knowledge or memories, so your communication (through the target's body) is limited to what you know. The target remains fully aware during the whole process, though they don’t automatically know who has taken over their body.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Meld	Full	8	18	*	1 hour	Eloquence

This Rote creates a bridge between your mind and the mind of (Roll / TN) other willing individuals, allowing you to speak to each other in your heads effortlessly. If you attempt to communicate with an unwilling target, roll a contested Shinpi + Intimidation versus the target’s Savvy + Meditation; on a success, you’re able to speak thoughts into their head for (Roll / TN) Turns, though you can’t read their thoughts. For groups of willing participants, as a Quick Action, any member of the connected group can also share their senses with any of the rest who accept this transfer with a Quick Action on their Turn. This sensory sharing lasts as long as the participants continue using the necessary Actions. Most minds can only grasp one set of inputs at a time, so those viewing another's senses are most often blind and deaf to their own surroundings. The caster must be able to see each of the members of the group when the Rote is cast, and it then remains effective up to a maximum distance (from the caster) of 10km.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Synapse	*	*	16	1m	*	Intuition

This Rote takes a whole minute to cast. You delve into the neural web of your target, allowing you to affect their memory. You can hide (or erase) memories, look for forgotten details or whole scenes or, with enough success, even implant new memories. More difficult manipulations have higher difficulty – reading a password from their daily login would be TN 10, whereas implanting a permanent and detailed scene into their memory would be TN 40 or more. If the target is unwilling, they may roll Savvy + Survival concurrent with your casting roll, negating any effects if they beat your roll.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Upload	Full	18	18	5m	4 hours	Wetware

You create a copy of your sentient self – memories, emotions, responses, attitudes, knowledge, etc. – and paste that version into an object. If the target object is purely inanimate – a rock or a beer can, for example – then the copy of yourself effectively lies dormant until the duration ends, or until it’s retrieved. On the other hand, if the copy is imbued on a machine with an operating system, your sentience overwrites that system and wakes up. This doesn't grant the machine any abilities beyond what it could do on its own, but it’s now motivated by you… or, more accurately, a copy of you at the moment you cast the Rote. Imbued machines tend to act in a predictably cooperative manner for at least a few minutes, but eventually you (your sentience) have to come to grips with being copied into a machine, as well as knowing that its sentience is limited to the duration of the Rote. This often has less predictable effects. The storyteller controls all imbued machines, which act independently of you.

Space

Existentially strange, the kami of space very rarely take tangible manifestations, and have no obvious sentience. When seen at all, these spirits briefly appear as brain-melting patterns that flow through six dimensions or as planes of light that penetrate physical objects. Despite their abstract concepts, the kami of space represent physical distance at their most basic. In a city of 50 million souls, crammed together and living on top of one another, physical distance remains an elusive, desirable, and anxious idea for most of NewEdo's citizens. These kami embody that duality, between crowds and infinity.

Those few with a space Mikata are able, as a Quick Action, to become incorporeal. While in this state, they can't affect, or be affected by, physical objects or obstructions (though they remain neutrally buoyant in gravity and don't fall through the floor). This effect lasts until the end of their next Turn and can't be cancelled earlier.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Remote Sense	Full	20	18	*	1 hour	Surveillance

This Rote contracts distances for sensory, rather than physical, purposes, allowing the caster to see and hear events at remote locations. Your senses aren't otherwise affected by the Rote, so your vision and hearing are limited by the parameters of their normal abilities. When cast, this Rote allows you to pick a distant location and transfer your sight and hearing to that point. You can alternate between sensing at the location of your body and the target destination with a Quick Action, but you can't sense both at the same time. You must have some understanding of the target destination for this Rote to be successful; for example, you must have been in a room, or seen a video of that room, to choose it as your sensory target. Other than this basic level of knowledge about the target area, there is no limitation on how far away it may be from your body.

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Step	Full	*	*	Self	*	Sleight of Hand

This Rote allows you to span seemingly impossible distances by borrowing the senses of the kami. This has multiple effects with varying difficulties but is also open to interpretation by players and the storyteller as to additional powers. The following powers aren't cumulative – you must choose one before rolling, and if you don't achieve the TN, nothing happens. The Legend cost of your casting is equal to your chosen TN.

TN 10: change the Range of any one subsequent ability or Skill roll to 100m, allowing unarmed strikes or touch-based Rotes to affect distant targets. The caster must have some means of seeing the target or target area in most cases; teleport up to 100m and arrive safely regardless of your ability to see the destination (within reason – a room full of lava is still a room full of lava, but at least you won't arrive as part of the furniture).

TN 15: force all ranged attack rolls against you be made at the TN for Long Range (lasts 1 combat); safely teleport 500m; reduce all of your own ranged attacks to Short Range regardless of the distance to the target (lasts 1 combat, but you must still be able to see the target).

TN 20: fetch an item you're familiar with from anywhere in the city; put yourself out of range of all ranged attacks (lasts 1 combat, does not affect your ability to make ranged attacks); safely teleport 2km; teleport an unwilling target that you can see 6m (there must be room for the target to appear at the destination).

TN 30: safely teleport 10km, and you may bring one willing target along with you; teleport an unwilling target that you can see 10m; put up to 4 individuals out of the range of all ranged attacks (lasts 1 combat, does not affect their ability to make ranged attacks); teleport one object that you can see weighing no more than 10kg up to 1km.

TN 50: safely teleport 1,000km, bringing up to 5 willing targets with you; teleport an unwilling target that you can see 100m; teleport one object that you can sense weighing no more than 1,000kg up to 10km.

Tier 5 Kami

Oh man oh man oh man oh man I shouldn't be here. I cracked open a door and the rules all started falling apart. These things can't be bound by a few flicks of the wrist and a childhood song. These things didn't build the universe – they *are* the universe.

This is the Paradigm.

There are three Tier 5 kami: Time, Energy, and Matter. When you gain access to Tier 5 kami, you may choose one of these three. You become an **Aspect** of that kami. It manipulates the mundane world through you.

Ok ok it's not totally fucked. I figure you gotta pick one, one of the three. Or they've already picked you and you didn't know it. Well, anyway, one of the three. And you become an extension of them – a little fingernail, a pubic hair, a booger flicked into the real world. You're an Aspect of them.

You pick one, then all of that one's subordinates – they all line up for you. You don't have to do the same dance to cast those Rotes anymore. More flexible, more powerful, more unified. You get to know all those kami.

Becoming an Aspect of one of these kami changes how you use magic. Each Tier 5 kami presides over a series of subordinate kami – its *sphere* – ones that you've been calling on for your Rotes until this point. As an Aspect, you're able to cast any Rote from your kami's sphere using a Skill of your choice from any Rote you know. That is, you no longer need to use Shinpi + a variety of Skills to cast your Rotes; instead, you may cast all of them with whatever your one preferred Skill – casting style – is. Additionally, you're considered to have access to all the kami in your sphere for the purposes of learning new Rotes in the future.

Time Sphere

Divination
Fear
Knowledge
Language
Machine Language
Mind
Numbers
Peace

Energy Sphere

Electricity
Fire
Insects
Ki
Light
Life
Plants

Matter Sphere

Air
Death
Earth
Metal
Space
Water
Weather

But then, by becoming an Aspect of one, another one rejects you completely. It isn't set in stone; sometimes that one dislikes you when you ally with this one, sometimes it's the other one. But any way you flick it, you're turning off the tap to that whole other branch of magic. Can't cast any of their Rotes. A whole third of the universe, shut off to you.

When you become an Aspect you lose access to the sphere of another Tier 5 kami. Determine which sphere you have the least access to or Rotes from, and that sphere becomes unavailable to you forever. If you have Rotes from that sphere, you lose them, but you may learn new Rotes from the same Tier as your lost Rotes, choosing from the list of kami in your new sphere. The last (third) sphere is unchanged for you, with no change to Rotes or how you cast them.

And when you become an Aspect, they give you something. Something more than a Rote. Way more. You, their booger, get to be part of the whole, like a strand of sticky DNA. You get some of their power.

As an Aspect, you gain new abilities related to your Tier 5 kami. You can't call on them to cast Rotes, but they grant you some small portion of their power, as follows:

Time Sphere Aspect

- You can understand, speak, and read all sentient languages.
- You add +10 to your Initiative.
- Your Skill dice on any Savvy-based rolls now **explode** on their highest number.
- **Rewind** (8 Legend, Quick Action Interrupt) – you back up time, forcing (or allowing) someone within 10m to re-roll their last roll. The new result must be kept.
- **Manipulate** (20 Legend, Full Action) – choose a target within 10m. That target becomes **Afraid** of or **Enthralled** by you for the remainder of the scene.
- **Contingent Casting** – you cast a Rote, adding 20 to its Legend cost. Instead of activating immediately, the Rote's effects occur at a point in the future defined by a specific triggering event you build into its casting. When that event occurs, the Rote immediately takes effect, with no further Actions required by you. You may only have one Contingent Rote stored at a time.

Energy Sphere Aspect

- You gain thermal-sensitive vision with a range of 10m.
- Your Move is increased by 5m and you gain +5 Resolve.
- **Redirect** (10 Legend, Quick Action Interrupt) – you alter the vector of an attack that would hit you, causing all damage to be done to a different target within 10m of you.
- **Blackout** (18 Legend, Full Action) – you cause a full power blackout to occur in a five-block grid around you. Backup generators can't kick in for at least four Rounds. This affects buildings and vehicles but not beings or their equipment.
- **Mutable Life** (20 Legend, Full Action) – you may take on the form of any natural animal of a Size equal to or smaller than you. Use the Rank 5 animal pet rules to determine your new stats, leaving your Savvy Trait unchanged. Your HP Mod is 2.0x regardless of your animal Size. This change lasts until you end it with a Quick Action or you reach 0 HP. You can speak but not cast Rotes in this form.

Matter Sphere Aspect

- You are always aware of your exact location.
- Your attacks ignore Kinetic and Elemental Soak.
- You gain +5 Kinetic Soak.
- **Transmutation** (12 Legend, Full Action) – you may convert up to one cubic metre of solid, relatively homogenous, common, non-organic material into another type of solid, common, non-organic material. This effect is permanent.
- **Nowhere** (20 Legend, Quick Action) – roll Shinpi (Trait only) when you activate this ability. Any physical attacks against you for this scene must add your roll total to their TN.
- **Walk in Death's Realm** (25 Legend, Full Action) – you step into the spirit world, specifically that of the kami of Death. The physical world is visible but intangible to you, and you're invisible from it. The quirky kami of Death inhabit this realm, as do the spirits of recently deceased beings and some darker entities, all of whom may now interact with you. You may leave with a Full Action, or stay forever...

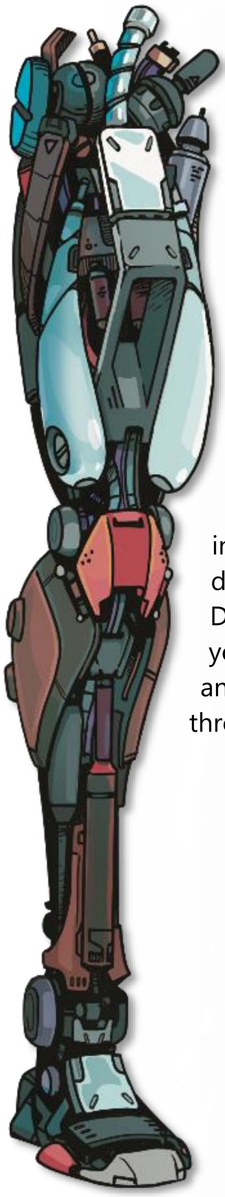
Or you can turn right the hell around and walk back through that door. Ignore all this shit. Don't nudge them. You don't need to be an Aspect. Stay in the safe world. Blue pill.

If you don't want to lose access to one whole sphere of kami and their Rotes and aren't interested in being a tool of an infinite power, you can opt out of all of this. Tier 5 kami will ignore you and things can stay as they were.

9: AUGMENTATIONS (AUGS)

The Empire may be a bit behind the times when it comes to the internet and wireless technology, but with its well-funded military industrial complex and hyperactive consumer economy, its citizens don't suffer from a lack of personal cybernetics options.

Currently in their third generation ("AG3"), Augs have been around for about five decades but have only recently become affordable on a consumer basis. Ranging from unnoticeable memory-enhancing wetware to full-limb replacement hardware systems, Augs can make you stronger, faster, and smarter… with only the slightest chance to do damage to your neural network.



The politics surrounding this rise in cybernetics is heated and ongoing. Traditional factions view augmentation as dishonourable, a crime against the ancestors, and a threat to the social fabric of the Empire. Futurists tout the restorative and equalizing potential of Augs to finally drag society out of a feudal era where health and well-being were the sole domain of the wealthy. Debates continue to rage, in the Court and in the streets, and the city remains divided on the subject. In one District, a flashy new Aug might get you a free beer at the bar, but in another it might earn you a sandal thrown at your head.

Aug Systems

The following pages describe the game mechanics of using and installing Augs in your character. Augs don't cost XP to instal. They do come with a financial cost, create a **Biofeedback** damage risk on your Fate Card, and are limited by your body's capacity to absorb new tech (known as "Trait Noise"). But the most meaningful player decision when considering Augs is how these tech toys will impact your character's place in NewEdo society.

Rank

Augs have Ranks, increasing in power and efficacy from Rank 1 to Rank 5. Lower Rank Augs cost less to instal (in money and in the demand on your body), but their effects are weaker than high Rank Augs.

When you acquire a new Aug, you must choose which Rank you'd like to instal. Ranks are limited by your Core Traits (see below), so you won't always have the option to instal the most powerful Rank in any given Aug, even if you had the money for it. Once you've installed an Aug at a Rank, it's costly to upgrade to the next Rank – but not impossible.

Trait Noise

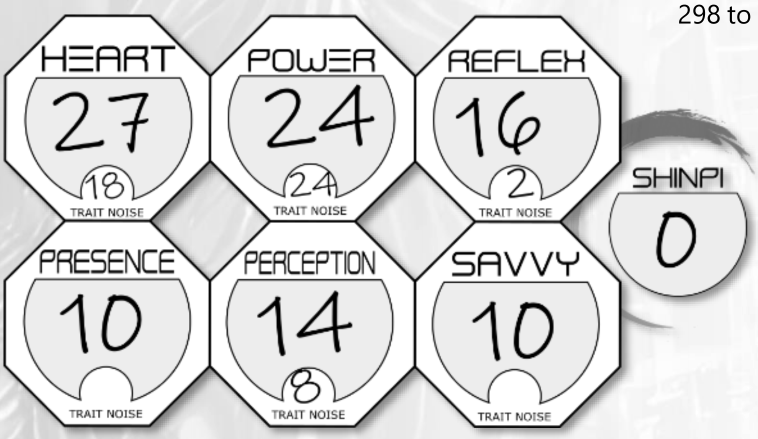
Augs interact with, replace, or overwrite parts of your physical and neurological systems, and this technological colonization of your body comes at a cost. Each Aug has a stat called its Trait Noise, which defines which part, or parts, of your biological systems are being overridden by the Aug.

The Trait Noise statistic of an Aug is composed, unsurprisingly, of a Trait and a Noise rating. Each Aug "uses up" some of the capacity of at least one of your character's Core Traits. For example, the **Arm Implants** Aug has a Trait Noise of Heart 6 / Power 4, meaning that you'd have to have at least 6 points of Heart and 4 points of Power to instal Arm Implants at Rank 1. An Aug's Trait Noise describes how much of your character's Core Traits it occupies, **per Rank of that Aug**. Augs and Trait Noise don't reduce or interfere with your Core Trait rolls. Instead, your character's Core Traits are the limit to which you can accumulate Trait Noise.

Trait Noise is amplified by an Aug's Rank to define its ultimate capacity drain on your system. Multiply an Aug's Noise values by its installed Rank to get that Aug's total drain. If you installed Arm Implants (Heart 6 / Power 4) at Rank 3, the total Trait Noise would be Heart 18 / Power 12 (3x6 = 18, 3x4 = 12), for example.

Your body can only accept Augs, and Trait Noise, up to the maximum value of your Core Traits. On your **character sheet** below the Core Trait statistics is space for Trait Noise. You need to calculate the Trait Noise totals for all your Augs and add the total for each Core Trait to those boxes. You can only instal Augs while your Trait Noise values are below your Core Trait maximum; if your next Aug would cause the appropriate Trait Noise value to exceed your actual Core Trait, the instal will fail.

Example: Yagyu has been torn to shreds and a team of Aug techs is attempting to save his life. He needs a lot of work, and his body will be pushed to its limit. They're about to instal his new legs. **Leg Implants** have a basic (Rank 1) Trait Noise rating of Heart 2 / Power 4. The other Augs they've installed on Yagyu have accumulated 16 points of Heart Trait Noise and 20 points of Power Trait Noise. Adding a set of Rank 1 Leg Implants will add Trait Noise of Heart 2 / Power 4, bringing them to 18 and 24 respectively. Yagyu's Core Traits – Heart and Power – need to be at least 18 and 24 or the Leg Implant will fail. Thankfully, he has just barely enough Power – 24 – to allow the Leg Implant to proceed. When they're done with him, this is what Yagyu's Core Traits and Trait Noise look like:



Trait Noise does not reduce your Traits or impact your rolls. Instead, your Traits are a limit on the amount of Trait Noise you can accumulate by installing Augs.

Biofeedback

Every Aug has a Biofeedback rating, which is measured in a percentage. When you instal your first Aug, you add a new line to your Fate Card, called the Biofeedback Effect. The Biofeedback rating of each of your Augs adds to this line on your Fate Card, cumulatively, so if you have five Augs installed, each with Biofeedback 1%, then the Biofeedback Effect line on your Fate Card should have 1% x 5 = 5% chance of happening every time you roll your Fate. An Aug's Biofeedback rating is *not* multiplied by its Rank – an Aug with 1% Biofeedback has 1% whether it's installed at Rank 1 or Rank 5.

When you **Roll your Fate** and get the Biofeedback Effect, you immediately take 1d10 Biological **damage** as your neural network temporarily overloads. Any action that you were about to take automatically fails (you don't need to roll any further), and then your Turn ends and you can take no further Actions until the start of your next Turn. You're glitched.

Certain abilities reduce your Biofeedback Effect chance, but otherwise you continue to accumulate greater and greater risk of Biofeedback with the installation of every Aug.

After all the installation of all his Augs, **Yagyu** has a 6% Biofeedback line on his Fate Card. Flip to page 298 to check out Yagyu, a playable Rank 1 character.

There's a table on page 71 that shows the Trait Noise cost of all the Augs.

INSTALLATION OF AUGS

Aug installation is a messy business that requires a strong stomach. Biological components are carved out or shunted aside to make room for alloy, polymer and ceramic replacements. The skill of the installer, the quality of their equipment, and the cleanliness of their lab all play a major role in the success or failure of an installation. Of course, all of that comes at a cost, and sometimes you just really need a hand replacement, so NewEdo has a sizeable and well-organized black market for Augs that definitely doesn't appear on the city's tourism pamphlets.

A technician with the **Wetware** Skill is required to instal an Aug, and they may only instal Augs up to an Aug Rank equal to their Wetware Skill Rank. Installing an Aug is an **extended contest** where the technician may roll Savvy + Wetware once every 6 hours (to a maximum of 3 rolls per day), with the Target Number determined by the Aug and its Rank, made easier or more difficult by the equipment available to the tech. Up to 5 Temporary Legend can be spent to boost each roll. The host doesn't need to be unconscious during this process but can't make any contested rolls and should probably look away…

Difficulty

The Target Number of the installation is calculated as follows:

1. Add up the final Trait Noise value of the Aug, including modifiers for Rank
2. Multiply that value by the following conditional modifier:

x 3 if the tech has access to a commercial lab and excellent equipment (Wealth 4+ equivalent)

x 5 if the tech has a basic lab and standard equipment (Wealth 3 equivalent)

x 10 if the tech is operating out of a backpack with no lab (Wealth 2 equivalent)

Example (continued from above): Yagyu is getting Leg Implants installed at Rank 1. Leg Implants have a basic Trait Noise rating of Heart 2 / Power 4, which is multiplied by the intended Rank of the Aug (in this case, Rank 1). Carver is an Aug tech with a Wetware Rank of 4, meaning he can instal Augs up to a maximum Rank of 4. He has access to a basic lab and standard equipment in his home. The TN for this installation will be the Aug's Trait Noise total (2 + 4 = 6) multiplied by 5, because of Carver's equipment, for a final Target Number of 6 x 5 = 30. Carver can make as many Savvy + Wetware rolls as necessary to reach the TN of 30, but remember that each roll takes 6 hours.

Installation Complications

While the tech is installing an Aug, they must make a Fate Card roll before every Savvy + Wetware roll. Some Fate Card lines will not impact the result of the installation, but Crits and Botches have the following effects on an installation roll:

Crits

If the tech rolls a Critical while attempting a Savvy + Wetware roll during installation, then the effective Rank of the Aug is increased by one, without raising the Trait Noise of the Aug, and the installation is considered to be complete (no further Skill rolls are necessary).

Example: if Carver rolled a Crit during Yagyu's Leg Implant installation, the effective Rank of his Aug would increase from 1 (the originally intended Rank) to 2, but the Trait Noise of that Aug would remain as if it had been installed at Rank 1. Yagyu would gain the benefit of having Rank 2 Leg Implants, but the Trait Noise for that Aug would only be Rank 1.

Botches

On the other hand, if the tech rolls a Botch on their Fate Card during installation, they automatically get zero on that Savvy + Wetware roll (wasting the 6-hour window) and introduce a **Ghost** into the Aug. Ghosts are added to the Fate Card of the person who's having the Aug installed. The Ghost has a 1% chance on the Fate Card (if the tech rolls two Botches on installation, the Ghost chance increases to 2%, etc.) and is a non-debilitating failure or effect of that specific Aug that happens every time it gets rolled on the host's Fate Card. Ghosts are specific to the type of Aug, and the final effect is decided by the storyteller during play. Ghosts are meant to add colour to the game, not to ruin the host's life. Rolling a Ghost doesn't guarantee that whatever the host was trying to do that Round fails – it's just affected in some way by the Ghost.

A tech may opt to cancel the installation if they roll a Botch, sparing the host from suffering from the Ghost. Since no one would pay for the privilege of a failed installation, though, many techs just view Ghosts as an inevitable consequence of messing with Mother Nature and press forward with the installation (usually without telling the host). If a tech does cancel the installation, the intended host can't attempt to have that same Aug installed again for at least six months, as their body heals from the failed invasive surgery.

Example: if Carver introduces a Ghost during Yagyu's Leg Implant installation, whenever Yagyu rolls the Leg Implant Ghost on his Fate Card, some minor but distracting, annoying or embarrassing effect happens (regardless of whether the roll he was trying to make had anything to do with his legs). Some time in the future, Yagyu may be trying to sneak up on a guard but rolls the Leg Implant Ghost on his Fate Card, resulting in a glitch that makes one of his legs fritz out briefly. He might have been able to play it off as a dance move if he wasn't holding a katana...

Installation Cost

There's no standard cost for installing Augs. Variables like the skill of the tech, the complexity of the Aug, the quality of the lab, and even what's currently in style all factor into this equation. Some techs are expert engineers but have little artistry about them, while others become famous for not only the function but also the fashion of their gear. While a cheaper Aug may be tempting, it's worth considering all the extra rolls a low-skilled tech may need to make – and the associated risk of them introducing a Ghost. The following pricing guidelines apply, noting that Aug complexity is a function of its Trait Noise, so pricing can be broken down into a per Trait Noise point cost. (Meta? Yes. Convenient? Yes).

Rank 1: ¥500 - ¥1,000 per point of Trait Noise
Rank 2: ¥700 - ¥1,500 per point of Trait Noise
Rank 3: ¥1,200 - ¥2,500 per point of Trait Noise
Rank 4: ¥1,800 - ¥3,700 per point of Trait Noise
Rank 5: ¥2,500 - ¥5,000 per point of Trait Noise

Upgrading Augs

Carving out chunks of your body to replace them with metal is no harder than carving out old tech to replace with new tech. The systems for upgrading an Aug are the same as installing that Aug at the new Rank; that is, there's no difference in systems between upgrading an Aug from Rank 3 to Rank 4 and those of simply installing a Rank 4 Aug. Follow the installation steps on page 178.

The cost for an upgrade is usually discounted by the value your installer assigns to the old components (which are usually kept by the installer to be used elsewhere). Anyone who's ever traded in a vehicle knows what a general rip-off this is but, still, a discount is a discount...

THE AUGS

The list of available Augmentation is laid out through this chapter in the following format:

Aug Name

[Trait] [Noise] [Trait] [Noise]
BIOFEEDBACK x %

[Aug Description]

Rank	Rank description
Rank	Rank description (etc.)

The Aug's basic (Rank 1) **Trait Noise** is listed, which must be multiplied when installed at higher ranks. Not every Aug will have two Traits affected by Trait Noise. The Aug's **Biofeedback** chance must be recorded on your **Fate Card**, noting that Biofeedback isn't increased at higher Aug Ranks.

AUG INVENTORY

Advanced Intermodal Movement (AIM)

REFLEX 4 PERCEPTION 4
BIOFEEDBACK 1%

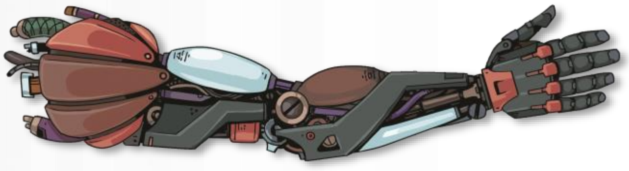
The installation of this Aug starts with a small internal gyroscope and reaction equalizer that grants you heightened spatial awareness. After that, you start to get external implants that greatly increase your mobility, though which aren't necessarily subtle body modifications.

1. AIM grants you heightened awareness of your surroundings, adding +1 to your **Move**. **Athletics** rolls made to traverse, climb, or avoid environmental obstacles or to determine if you keep your balance are made at +1d4. Low terrain obstacles don't hinder your movement.
2. You get a grappling hook attached to your forearm. The hook is launched with a Full Action via air compression that makes a loud bang, and it has a 5m range. The hook and its rope aren't embedded in your flesh and are visible on the exterior of your forearm. You may use the hook to traverse vertical or horizontal distances up to its range, as long as the destination has something that a grappling hook could reasonably ensnare. If used as a weapon, you must attack with a Perception + **Unarmed** roll using a **Range Modifier** of 5x. On a successful hit, you may either **Trip** your target or do 2d6 Kinetic damage. If you trip your target, you become attached to them by the rope.
3. Your hook is upgraded to an alloy spike that can embed itself in almost any construction material, and the rope is increased to an 8m range without increasing its weight. Firing still requires a Full Action, but the hook's launching mechanism becomes inaudible. If used as a weapon, the Range Modifier is decreased to 4x and the damage is increased to 3d6. If you choose to do no damage you may Trip or **Immobilize** your target for 1 Turn.

4. The range of your hook is increased to 12m, and all of the grappling hardware may now be hidden in body compartments on your arm. You can electrify the hook and cable such that it may deliver Elemental damage (instead of Kinetic) as part of an attack. The shock delivered by this upgraded hook is sufficient to interrupt or stun unshielded digital systems until the start of your next Turn. Targets with a **Biofeedback** score of 4% or higher take an additional 1d6 Elemental damage when hit with an electrified attack, but do not suffer the stun/interrupt effect.
5. The skin of your palms and fingertips and the soles of your feet are implanted with thousands of tiny retractable hooks. These hooks require a Quick Action to deploy or retract. Once deployed, they provide you with an almost unbreakable grip on things you're holding (making you immune to **Disarm** attacks, for example) and you may adhere to sheer vertical surfaces without effort. This effect does not change your climb speed, but you no longer need to worry about hand-holds while climbing. You may decide whether these implants change the appearance of your hands and feet, but either way, the abilities granted by this Rank are only usable if your skin is able to touch the subject surface.

Hmm, ya pal, that looks like Chikiro's work, over in Handakawa. A bit clunky but with some cutting-edge tech thrown in. See here, this servo is straight off the back of a truck out of Kashi. top-tier shit. Ten to one, you're looking at a Chikiro instal.

Carver, wetware tech



Arm Implants

HEART 6 POWER 4
BIOFEEDBACK 1%

Arm Implants replace one or both of the host's arms, from shoulder down, with a machine version of that appendage. The effects are the same regardless of how many arms you replace – that choice is purely for aesthetic and roleplaying purposes. Arm Implants can take whatever superficial form you desire – sleek metal that generally resembles an arm, or heavy pistons and bare steel that look like it came off a piece of construction equipment.

1. Increase melee and unarmed damage by +1d4 Kinetic.

   Add +1% **Gain Extra Attack** to your FC.
2. Increase your **Lift Modifier** by 0.5x
3. Increase melee and unarmed damage by a further +1d4 Kinetic.
4. Add +2% **Gain Extra Attack** to your FC.
5. Increase melee and unarmed damage by a further +1d4 Kinetic.

Armour Plating

HEART 4 REFLEX 2
BIOFEEDBACK 1%

Nothing fancy about this tech – via the installation of subdermal plating and concussive dampeners, this Aug grants the host an amount of **Soak**, depending on Rank.

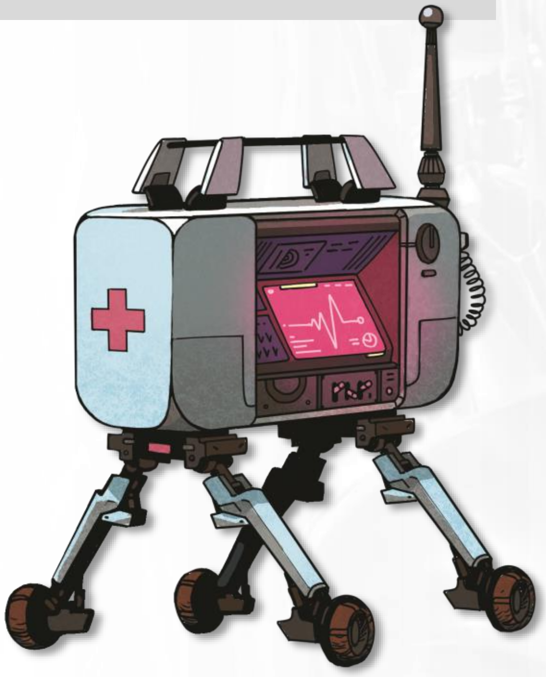
1. +1 point of Kinetic Soak.
2. +1 point of Kinetic Soak.
3. +1 point of Kinetic and Elemental Soak.
4. +1 point of Kinetic and Elemental Soak.
5. +1 point of Kinetic and Elemental Soak.

Audio Enhancers

PERCEPTION 4 SAVVY 4
BIOFEEDBACK 1%

These Augs are installed in both of the host's ears, greatly improving the range and quality of their hearing. At higher Ranks, this Aug also provides defensive benefits as the implants begin to automatically adjust for sound levels.

1. Gain +1d4 to any **Perception** roll that involves sound, including shooting at a target making any sort of noise.
2. The host may still make projectile attacks (at Disadvantage) if they're **Blinded** or can't see for any reason.
3. Add another +1d4 to appropriate Perception rolls, and the host is immune to the concussive effects of flashbang grenades and other auditory-based weapons.
4. Attacks while Blinded or in darkness are no longer made at Disadvantage when your target is making any noise.
5. **Ping** (12 Legend, Quick Action) – your Aug lets out a specific spectrum radio wave that ignores common building materials but bounces back off biological goop. When used, this ability lets you look through walls to see living beings behind them, up to a distance of 20m, until the start of your next Turn. This effect does not reveal **Hisanaka**.



Biopharma Delux

HEART 6 SAVVY 4
BIOFEEDBACK 1%

Used to be that you had to work out to stay fit and go to college to learn to heal people. Not anymore – the Biopharma instal makes you a walking, talking paragon of vitality and rejuvenation.

1. Increase your **Rest Modifier** by 2.0x.
2. **Self Heal** (8 Legend, Full Action) - activate your reserves to heal yourself for 2d8 **HP**.
3. **Target Heal** (12 Legend, Full Action) - touch a target (which may include yourself) to heal them for 3d10 HP.
4. Increase your **HP Modifier** by 0.5x.
5. **Regeneration** (15 Legend, Full Action) - for the remainder of this combat or scene (up to 1 hour max), at the start of each of your Turns, regain HP equal to your [Path Rank x 2].

Combat CPU

POWER 2 SAVVY 6
BIOFEEDBACK 2%

Installing a Combat CPU in your brain is like downloading the Art of War plus every Bruce Lee movie into your skull. This Aug grants you heightened tactical awareness that benefits both you and your allies.

1. Add [Aug Rank x 2] to your **Initiative** and **Defence**.
2. Add +3% **Grant Ally Free Attack** to your Fate Card. When rolled, one target ally gains a free attack immediately after your Turn ends.
3. Targets are considered one size larger when determining your **projectile attack** TNs.

   Add +1% to the Critical line on your FC.
4. Gain 1 level of **Two-Weapon Fighting**.
5. Add +3% **Gain Extra Attack** to your Fate Card.

Drone Bay

POWER 4 SAVVY 4
BIOFEEDBACK 1%

Once installed, this Aug allows the host to conceal a number of small drones on (or in) their body, which can be deployed and controlled using Quick Actions on subsequent Turns (using one Quick Action regardless of the number of drones controlled). Drones can be made to resemble rings, piercings, bracelets or other jewellery, etc, or the host can choose to carve out a piece of their flesh to house the drone(s). Drones' range and sensing abilities are determined by the installed Rank of the Aug. Optical sensing is limited to the visual spectrum unless the host forgoes other drone abilities in favour of more powerful optical scanning hardware (as allowed by the storyteller). The drones are Size 10 regardless of the design you choose. If you lose communication with a drone, it will hover in place until its batteries lose power (~8 hours). All drones have 5 HP, 20 Defence, and can take no actions other than moving, observing (and remote interfacing at Ranks 3 and higher), all of which occur on your turn. A drone may relay live video or audio to its host if the host uses a Full Action each Turn to receive the information directly into their neural network (limited to one drone feed per Turn, and blocks out the host's biological inputs). Drone footage may also be relayed to suitable video equipment if it's available. Otherwise, the drone(s) record everything they see within the range that they're directed to until their power is depleted.

1. One drone with optical-only sensing, with a maximum flight range of 10m.
2. Your drone gains audio sensing, and max range increases to 50m.
3. Gain a second drone and both have optical, audio, and the ability to provide remote access to computer systems that aren't specifically shielded from remote intervention (this grants the host remote access to a system). Maximum range increases to 500m. The remote access ability requires a drone to be within 1m of the subject computer system.
4. Your drones can now intercept radio signals from nearby hardware (within 3m), effectively acting like a wiretap on wireless devices. Max range increases to 1 km.
5. Gain a third drone with all the abilities listed in prior Ranks. When deployed in close range in combat, these drones now each add 3 points to the host's **Defence** rating, as they provide heightened tactical awareness to the host.

> *EFFECT ON MY SOUL? PRIEST, THIS CHROME IS MY SOUL.*
>
> Salty, Seibishi engineer

Emotional Intent Inverter

PRESENCE 6 PERCEPTION 2
BIOFEEDBACK 2%

The Emotional Intent Inverter (EII) emits a pulse of ultra-high frequency microwaves that have been shown to affect the cortex and hippocampus of targets in a way that confuses, and often reverses, their short-term priority ladder. The most common reaction to a successful application of these waves is confusion and forgetfulness, but with accurately tuned emissions this Aug may completely inverse a target's friend and foe matrix, or severely damage their short-term decision-making process.

1. (8 Legend, Quick Action) – you emit a broad-spectrum burst that causes everyone within a 5m radius of you with a **Heart** score less than 30 to become highly anxious. The anxiety is strong enough to cause hesitation and uncertainty in affected targets, and during any conflict scenario, this effect raises the Target Number of any affected creatures' rolls by 3 for [Aug Rank] Turns. Note that this ability affects your allies in range unless you have Rank 2 or higher of the EII installed.

2. (10 Legend, Full Action) – you target an individual with a wide-band pulse then use the feedback from that pulse to tune into their specific wavelength. Roll Savvy + Hardware versus the target's **Resolve**. On a success, you overload their cortex with a harmless but highly distracting signal that affects the target with extreme indecision until the start of your next Turn. They can still think and talk but their Move is reduced to 3m and they may take no actions. On future Turns you may use your Full Action to maintain this effect at no further Legend cost. If you take any damage at any point, this effect ends as you lose the target's wavelength.
3. Your familiarity with the EII allows you to activate it in targeted bursts with almost no effort. These bursts may affect up to [Aug Rank] targets within 10m, reducing their **Initiative** by [Aug Rank x 2] until they leave your presence.
4. (14 Legend, Full Action) – similar to the Rank 2 ability except you may now attempt to reverse the target's intent matrix. Roll a contested Savvy + Hardware against their Savvy + Meditation or Hardware (their choice). If they win, they suffer no ill effects. If you win, you begin to convert their intent, presumably to one more sympathetic to you. For every 5 points or less that you beat them by, you may alter their intent by one iteration on the following scale (with their starting point determined by the storyteller): Extreme Prejudice – Frustrated Annoyance – Indifference – Malleable Complacency – Overt Affability.
5. You retune the EII to instead emit a wide-band frequency that reduces aggravated intent that would otherwise be directed at you. This ability costs 8 Legend per turn to maintain. Anyone wishing to target you with an attack or inimical Skill attempt must use a Quick Action to roll Savvy + Hardware against your Resolve and are only able to continue their attempt on a success. Success in one round does not carry forward into future rounds, but any time you take damage the effect is negated until the start of your next Turn (at which point you would need to spend the 8 Legend to reactivate it).

Hackerpal 2000

POWER 2 SAVVY 6
BIOFEEDBACK 1%

This brain-enhancing Aug converts language into functional binary, allowing you to speak directly with computers and digital systems far more efficiently than through a manual input device. Regardless of what Rank this Aug is installed at, it comes with an input/output jack wired into the side of your head, behind your ear, with a 2m extendable cable that allows you access into common terminals. Note that this doesn't give you access to hard systems (with no input port), though if you have other means of access, the effects of this Aug may apply.

1. Add +1d4 to all **Computers** Skill rolls and any appropriate **Security** Skill rolls.
2. Reduce the **Biofeedback** line on your Fate Card by [Aug Rank]%.
3. Add another +1d4 to Computers and Security rolls.
4. Add +2d4 to any attempt to use a Quality 3 or higher vehicle or firearm, as you begin to better communicate with the software routines commonly used in high-quality equipment. This only affects the Skill roll, not the damage roll, for subject weaponry.
5. (10 Legend, Quick Action) – you program a piece of hardware no larger than a takeout container to self-destruct the next time its software is activated or accessed. When triggered, this renders the hardware useless, deletes any data saved onboard, and does [your Path Rank]d10 Elemental damage to anyone within 2m.

Laser Cannon

POWER 6 PERCEPTION 4
BIOFEEDBACK 1%

Yes, you get a laser cannon installed in your body. You choose where it shoots from, and what it looks like when deployed, subject to the Rank you have it installed at (see below). To use the laser, use a Full Action to attack, rolled as Perception + Small Arms with a **Range Modifier** of 3x, with range determined by installed Rank. You may call **Raises** on these attacks. The laser does Elemental damage at a rate determined by your Aug Rank and has unlimited ammunition.

1. Your laser is about the size of a cucumber, is surface mounted, and isn't easily hidden. On the plus side, the laser is always deployed and ready to fire. Cool as hell, but not exactly subtle. Does 2d10 Elemental damage on a successful hit, at a maximum range of 5m.
2. Gain 1 level of **Two-Weapon Fighting**. At least one of your attacks must be with the laser.

   Max range increases to 7m.
3. At this Rank, your laser is only the size of a pencil and has a holster in your body to conceal it when not in use. The benefit is that you can hide the laser from sight when you aren't lighting up the street, but you must use a Quick Action to deploy it before you want to use it (and another Quick Action to re-holster it after the fight, if you don't want it to be visible). The laser has a max range of 10m and does 3d10 Elemental damage on a successful hit.
4. Successful attacks with the laser can now **Blind** the target instead of doing damage (your choice). This Blindness effect lasts until the start of your next Turn.
5. When you invest in a Rank 5 laser, you get to pick what it looks like, where it shoots from, whether or not you want it to be hidden, and how big it's. From a functionality perspective, this laser could shoot from your eye with no warning, but if you want to have a metre-long cannon unfold from your shoulder, that's fine, too. Deploying and hiding the laser costs no Actions, though firing it still takes a Full Action. Damage increases to 5d10 Elemental at this Rank, and the range is 15m.

Leg Implants

HEART 2 POWER 4
BIOFEEDBACK 1%

This process replaces both your legs (and feet) with mechanical parts. Like **Arm Implants**, you can choose the superficial appearance of your new legs, but their look doesn't affect their function. The damage modifier (at Rank 3+) doesn't require you to kick your opponent; rather, the increased power in your legs translates through any striking-based attack.

1. Increase your **Lift Modifier** by 1.0x.

   Increase your **Move** by 1m.
2. Add +2d4 to all **Athletics** Skill rolls.
3. Increase your Move by another 2m and add +1d4 Kinetic damage to all successful **unarmed** and **melee attacks**.
4. Gain 1 point of Kinetic **Soak**.
5. Increase your Move by another 1m and unarmed and melee damage by +1d4.

Lung Upgrade

HEART 6
BIOFEEDBACK 1%

This Aug carves out your lungs and replaces them with a biomesh sac that's far more efficient at oxygen absorption. This increases your cardiovascular stamina and speeds up your metabolism, which creates a variety of beneficial effects.

1. You may hold your breath for 1 minute longer than otherwise possible.

   Gain 1 point of Biological **Soak.**
2. +1 minute of holding your breath.

   +1 Biological Soak.
3. +1 minute of holding your breath.

   Gain +3 **Resolve.**
4. +1 minute of holding your breath.

   Increase your **Rest Modifier** by 1.0x.
5. +1 minute of holding your breath.

   +1 Biological Soak.

Melee Instal

HEART 2 POWER 6
BIOFEEDBACK 1%

This Augmentation permanently grafts a **Light Melee** weapon to your lower arm or wrist, without interfering with the function of the hand on that arm. While not subtle, this allows you to effectively wield the installed weapon while still holding something in that hand. This doesn't automatically grant you an extra attack.

1. The weapon can't be retracted or concealed without great effort. For example, if you instal a katana on your arm, you now have a metre-long piece of sharp steel sticking out of your forearm. Badass, but awkward. The weapon does the same amount of base damage as listed in the **Equipment** chapter, but you gain +[Aug Rank] to attack rolls with it.
2. The weapon does an additional +1d4 Kinetic damage on a successful strike.
3. Gain 1 level of **Two-Weapon Fighting**.
4. A weapon installed at Rank 4 can be retracted into the host's forearm for perfect concealment. Even a weapon that wouldn't normally fit in the space of a forearm can be installed in this way, as the tech adds hinges, coils, or other technological doodads to make the weapon more compact for storage. The weapon must still be defined under those used by the Light Melee Skill.
5. At this Rank, the installed weapon becomes powered and now does an extra +1d10 Elemental damage on a successful hit.

KIKUCHI MEDIA INC.

The debate continues to rage, in boardrooms and in the streets, whether to allow Augmented fighters in next year's Grand National Tournament. With the Tournament returning to NewEdo for the first time in seven decades, everyone has an opinion on this monumental question. The decision, for or against, will have long-lasting consequences for Augs in sport.

LOSION IN THE KASHI TRADE ZONE. NO INJURIES HAVE BEEN REPORTE

Mimicry Overlay

PRESENCE 4 SAVVY 2
BIOFEEDBACK 1%

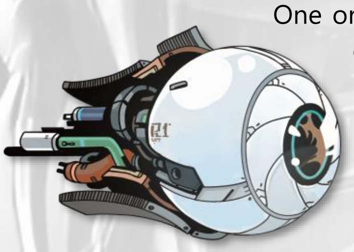
Voice, fingerprint, and retinal duplication technology is installed in the host with this Aug, allowing them to fool biometric security systems. While this Aug does not grant any sort of visible physical change in the host, voice mimicry is an effective method to obfuscate one's identity in combination with disguises or other charades.

1. Add +1d4 to attempts to imitate someone else's voice and mannerisms.
2. **Voice Scan** (10 Legend, Quick Action) – for 3 Rounds, your voice and speech patterns are identical to a target individual's, as long as you've heard them speak for at least 30 seconds. This is sufficient to fool vocal-ID security systems.

3. Add +[Path Rank] to all social rolls as you learn to adopt influential speech patterns.
4. **Malleable Fingerprints** (12 Legend, Quick Action) – for 2 minutes, you're able to alter your fingerprints to match those of anyone whose prints you have a sample of.
5. **Retinal Scan** (15 Legend, Quick Action) – for 1 Round, your retinal scan can match that of any individual whose eye you have an accurate scan of. Note that this ability on its own does not provide the ability to scan anyone's retina.

Ocular Implants

REFLEX 4 PERCEPTION 4
BIOFEEDBACK 1%



One or both of your eyeballs is carved out and replaced with a mechanical upgrade. The superficial form this replacement takes is up to you: it can be a subtle metallic eyeball that otherwise fits in your biological face, or a big retro cyberpunk overlay, or even one that looks totally natural.

1. You gain a cat-like ability to notice movement faster than others, granting you a permanent +4 to your **Initiative**. Your eyes also have a zoom function with a magnifying effect equal to [Aug Rank x 10]x zoom. This doesn't change your **Range Modifiers**, but does allow you to see distant areas up close.
2. Targeting assistance grants you +1d4 to all projectile attacks against targets you can see. Your Aug now also has a small stack of on-board memory, allowing it to function like a dashcam that continually records the last 15 minutes of what you see. Unless you intentionally download scenes quickly, this memory is constantly being overwritten, so you don't just have a permanent record of everything you see.
3. You gain the ability to see in the thermal spectrum up to a distance of 10m. This ability is sensitive enough to detect thermal output behind standard internal walls but is blocked by most external concrete or steel building materials. When activated with a Quick Action, this sensory effect completely replaces your visual-light inputs, which may have a variety of both positive and negative effects. Cancelling the thermal input requires no Action but must occur on your Turn.
4. Add another +1d4 to projectile attacks against visible targets.
5. Add another +1d4 to projectile attacks against visible targets, and +1d4 to any Skill check that would benefit from amplified visual acuity.

Pheromone Modulator

PRESENCE 6 SAVVY 4
BIOFEEDBACK 1%

Through the subtle alteration of their glands, this Aug gives the host the ability to manipulate sentient creatures using enhanced, targeted pheromones. You may also use this Aug to emit neutralizing pheromones that cancel out another individual's use of active pheromone abilities (including this same Aug). It's a pheromone cold war, baby.

1. Add +1d4 to all your own social rolls.
2. Add +2% **Gain 1 Point of the Followers Background** line to your Fate Card.
3. Add another +1d4 to your social rolls.

   Denied (8 Legend, Quick Action) – activate a neutralizer that cancels any boosted pheromone bonuses within 5m of you for the remainder of the scene. This applies to your own bonuses as well.
4. Add +2% **Gain 1 Point of the Contacts Background** line to your Fate Card.
5. Add another +1d4 to your social rolls.

> *OH MY GOD BECKY, LOOK AT HER MODULATOR.*
>
> overheard in the Walk

Refraction Field

REFLEX 4 PERCEPTION 4
BIOFEEDBACK 1%

The installation of this Aug involves the strategic placement of refraction emitters in your body, which cause visual-spectrum noise that imitates the host's surroundings when activated. Regardless of the Rank of the installation, these emitters must be turned on and off with a Quick Action. While it's possible to leave the emitters activated at all times, the visual disturbance tends to cause headaches in those exposed to it for any length of time (excluding the host). Don't be that guy – turn your refraction emitters off when not in use.

1. Add +1d4 to **Stealth** Skill rolls subject to visual detection. This is effective against electronic visual-spectrum detection, as well.
2. Add another +1d4 to Stealth Skill rolls subject to visual detection.
3. **Ghost** (12 Legend, Full Action) – for 3 minutes, you can't be captured on video surveillance or recording devices and you don't trigger any motion sensors. Note that you aren't hidden from thermal detection or regular biological sight.
4. Add another +1d4 to appropriate rolls.
5. **Kieru** (15 Legend, Quick Action) – for 3 Turns (including this one), you become invisible in the optical spectrum. This is effective against the vision of creatures and video cameras but ineffective against heat-sensing systems, etc. This effect does not end when you take actions or speak.

Robotic Hands

REFLEX 4 PERCEPTION 2
BIOFEEDBACK 1%

This Aug involves the removal of the clumsy meatbag appendages sullying the ends of your arms and replacing them with fine machine hands capable of incredibly detailed movements. Your new hands greatly improve your manual dexterity and provide a variety of other utility upgrades, plus you'll no longer be tempted to bite your nails at the dinner table. Your new hands aren't automatically stronger than regular hands unless you choose an appropriate upgrade in the list below.

1. Add +1d4 to any non-combat, dexterity-based roll that involves your hands.
2. Choose *one* of the following upgrades to add to your hands:
   - Lockpick (allows you to automatically pick a mechanical lock with a Quick Action)
   - Plasma Cutter (can melt metal in fine detail in very close range to a depth of 1cm)
   - Blade Edge (add +1d4 Kinetic damage to your **unarmed attacks**)
   - Intelligent ECU (allows you to start any **vehicle** of Quality 2 or less without a key)
   - Hydraulic Pistons (gives you Advantage on any check or contest related to grip strength)
   - Laser Pointer (that's it, just a laser pointer, but you'll be universally known as a *Friend of Cats*)
3. Add a further +1d4 to appropriate rolls.
4. Choose one more of the upgrades above.
5. Reduce the Botch line on your FC by 1%.

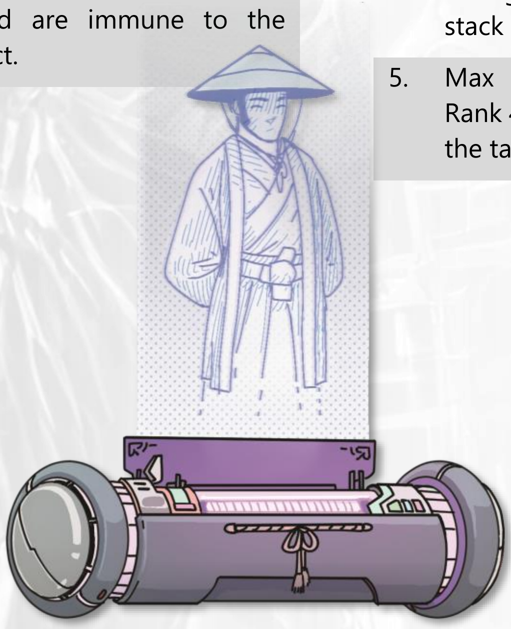
Scanomatic Digitalus

PERCEPTION 4 SAVVY 2
BIOFEEDBACK 1%

The Scanomatic can scan and diagnose mechanical and biological subjects. This Aug has a digital display connected to a variety of sensors in the host's body. The host can choose where and how the scanner's display appears, but it must actively be read – it doesn't send results directly to the host's brain. To scan a subject, the host must be within 10m and use a Quick Action to activate the Aug. At higher Ranks, the Aug's scanners provide additional passive benefits to the host.

1. Gain +1d4 to **Hardware**, **Wetware**, or **Medicine** Skill rolls used on the subject. The scanner identifies major mechanical flaws and can detect toxins in a body.
2. The scanner can detect subtle mechanical flaws, read blood type, and identify diseases.
3. Gain another +1d4 to Hardware, Wetware, and Medicine rolls on the subject.

   Gain Advantage on your next attack roll against the subject.
4. You gain +3 **Defence** and add +2d4 to all **Investigation** and **Security** rolls. You are automatically aware of any drones or robot **pets** conducting surveillance within 8m of you.
5. You gain thermal-sensitive vision with a range of 10m and are immune to the **Blinded** status effect.



Signal Jammer

SAVVY 6
BIOFEEDBACK 2%

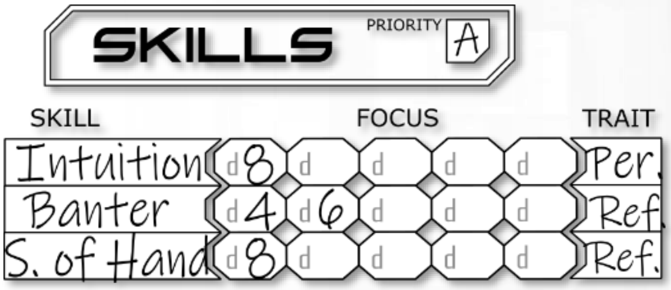
This walnut-sized Aug is installed inside the host's body, usually as far away from the brain as possible. The host can activate this Aug with a Quick Action, and keep it activated in future Rounds using a Quick Action each Turn. When activated, the Signal Jammer blocks all radiofrequency traffic coming and going from a space no larger than a shoe box, but the host may choose the target space remotely, at a distance determined by the Aug's Rank. Using this, the host can disable items like cell phones, remote weapon controls, car starters, wireless cameras and drones (which tend to freeze, but not fall, if targeted). Only one target can be disabled with this Aug, but the host can instal multiple versions of the Signal Jammer if they want to target multiple devices at the same time (which can be accomplished using the same Quick Action). The host must be able to see the target area.

1. The maximum range is 10m.
2. Max range 20m.
3. Max range 100m.
4. Range maximum increases to 500m. Additionally, enemies within 2m of the host have their **Initiative** reduced by [Aug Rank x2] as the host's signal noise becomes powerful enough to mess with biological networks. This effect does not stack with multiple installations of this Aug.
5. Max range 1km, same Initiative effect as Rank 4. The host still needs some way to see the target area.

10: SKILLS

Skills are the abilities that your character has learned through education, via training, or by getting their hands dirty. As a reminder, when you try to do something challenging in NewEdo, you'll roll a **Core Trait** + Skill, add all the dice together, and compare them against a Target Number.

Skills have two ratings: **Rank** and **Focus**. The Skill's Rank is how many dice your character has in that Skill, from zero (inexperienced) to five (expert). Focus is what polyhedral die you choose to assign that Skill at each Rank. A bigger die (d6 is bigger than a d4, for example) means a better chance of succeeding at your task. Skills may be assigned a Focus of d4, d6, d8, or d12, noting that only Core Traits use d10s. A character may have up to five Ranks of a particular Skill, with each Rank assigned a different Focus. Maybe an example is easiest…



SKILLS PRIORITY A

SKILL	FOCUS					TRAIT
Intuition	d8	d	d	d	d	Per.
Banter	d4	d6	d	d	d	Ref.
S. of Hand	d8	d	d	d	d	Ref.

Some of Fumiyo's Skills are shown in the character sheet excerpt above. She gained her d8 Focus in Intuition as a free Skill from her Path (**Shugonshi**). Rowan also assigned her a d4 and a d6 in Banter, her primary social Skill. She also has a Focus of d8 (one Rank) in Sleight of Hand. If she had to roll a social contest using Banter, she would roll her Reflex (1d10) plus 1d4 plus 1d6 for a total of three dice.

Refer back to the **Character Creation** chapter for a refresher on how Fumiyo came to have these Skills.

Skills in this book are cribbed like this: "**Light Melee 8/8/12,"** which would indicate that the character in question has a Light Melee Skill at **Rank 3**, with a **d8**, **d8,** and **d12** Focus in those Ranks.

Focus

Focus represents a character's commitment to their Skill – did they take a weekend first aid course (maybe reaching Medicine 4/6) or have they studied biology for years and can perform surgery with a butter knife (Medicine 6/8/8/12/12)? In game terms, taking a Skill at a lower Focus will grant characters quick, cheap access to unique abilities associated with each Rank of a given Skill but at the expense of lower dice rolled any time they need to use that Skill in a contest.

Once chosen, Focus dice are difficult to upgrade or change. You can't go back and increase the Focus dice of your character's Skills **until they reach Rank 5 in that Skill** – they have to become masters before understanding how their shortcuts have hurt their form. See **Chapter 14** for more details on character advancement.

Special Abilities

Not only do your Skills have Focus dice, but you may also gain special powers or abilities based on what Ranks you've reached in a particular Skill. In the descriptions on the following pages, if you achieve the necessary Rank in a given Skill, you automatically gain the ability listed at that Rank. Some abilities require you to spend Legend, others let you roll for your chance to succeed, and many grant you a statistical bonus to your character or Fate Card. Once you reach a Rank, you gain the ability. **Not every Skill Rank has bonus abilities associated with it.** Don't be greedy.

SKILL DESCRIPTIONS

Skills are measured by their Rank and Focus. Focus matters when you need to roll your Skill (say, during an attack), but your Rank may also grant you unique abilities.

Skill abilities that have a Legend or Action cost will be noted like this: "(5 Legend, Full Action)". To activate that ability, you would need to spend 5 Temporary Legend and use a Full Action. Most Skills and Skill abilities can only be used on your Turn, unless they're described as an **Interrupt**. Interrupts may be used when it's not your Turn, as long as you have the appropriate action available – that is, you haven't already used it on or since your last Turn.

Some Skills grant a bonus with a modifier that's affected either by your Rank in the Skill or **Path Rank**. These will be clearly noted as either [Skill Rank] or [Path Rank] in the ability description. Abilities that give a bonus based on Skill Rank tend to scale up quicker than those based on Path Rank. Both continue to improve as your character develops.

Skills are presented under the **Core Trait** they're most often used in combination with. When you use one of these Skills in a contest, the assumption is that you pair it with the appropriate Trait. This isn't a hard and fast rule, though, and if you feel that in a particular situation, your character should be able to pair a Skill with a different Trait, feel free to make your case to the storyteller. Creative solutions are encouraged in NewEdo. The storyteller will have final say on any of these exceptions, but you might just find your character well rewarded for coming up with a new way to get shit done.

KIKUCHI MEDIA INC. ●●●●

Yonshakudama made an appearance in Handakawa today, to praise local artists' impressive firework display at the recent midsummer celebration. Yonshakudama was as effusive as always and is quoted as saying "nice boom." The artists present for the ceremony appeared nervous around the famed fire kami, possibly wondering if they had sufficiently cleaned the gunpowder from their aprons.

HAT, DESPITE THE LACK OF DIRECTION FROM THE COURT, SHE IS MOTIV

Heart Skills

Heart Skills are an eclectic collection of talents that evince a character's passion, will, and soul. These Skills require as much instinct as they do technical knowledge, and characters who master them are rare in the urban depths of NewEdo.

Crafting

Like grandma always said, the secret ingredient is love. You use this Skill whenever you're attempting to fix or create something physical that isn't electronic or mechanical. Crafting comes from the soul. Sword-making and pottery are both considered Crafting. You may choose a sub-specialty of this Skill (sword-making, armoury, carpentry, calligraphy, etc.) – all contests involving that sub-specialty gain +[Skill Rank] to their roll.

1. Add +1% **Gain 1 point of either the Status or Contacts Background** to your Fate Card.
2. Add +1% **Gain 1 point of either the Status or Contacts Background** to your Fate Card.
3. Add +1% **Gain 1 point of either the Status or Contacts Background** to your Fate Card.
4. Add +1% **Gain 1 point of either the Status or Contacts Background** to your Fate Card.
5. Add +1% **Gain 1 point of either the Status or Contacts Background** to your Fate Card.

Meditation

Meditation reflects your character's ability to focus their mental energy inward, improving health, resilience, and awareness. Meditation not only improves your physical well-being, but also strengthens your emotional fortitude.

1.
2. When targeted with an inimical social roll (Intimidation, Deception, Seduction, etc)., you may roll your Meditation to attempt to **dodge** this emotional attack.

3. You may Meditate for 15 minutes, then roll your Meditation (Skill dice only) and regenerate that much HP. This ability may only be used once between **Rests**.
4.
5. You're immune to **Intimidation** and **Seduction** attempts unless your opponent rolls a Critical, at which point you may attempt to dodge the effect per Rank 2.

Rally

This Skill lets you project your Heart outward, motivating allies and aggravating enemies. Rally can be used to encourage teammates to overcome negative mental **status effects** such as Afraid, Demoralized, and Misery.

1.
2. **Taunt** (6 Legend, Full Action) – roll Rally (Skill dice only) and add the total to one visible target's Target Number when they attack anyone except you for a number of Rounds equal to your [Path Rank].
3. Add [Skill Rank] to your and all visible allies' **Resolve**.
4. Add +3% **Grant Ally Free Attack** line to your Fate Card. When rolled, one target ally gains a free attack immediately after your Turn ends.
5. **Brace** (14 Legend, Full Action) – roll Rally (Skill dice only) and add the total to one target's next damage roll.

Survival

Survival represents your character's ability to connect with natural environments. This Skill encompasses tracking, hunting, foraging, animal handling, and anything else that might test a character's mettle when pitted against the trials of NewEdo's green places.

1.
2. When you spend at least 6 hours a day in a natural environment, your **Rest Modifier** increases by 2.0x for your next Rest.
3. Your **Move** is increased by [Skill Rank] metres while in a natural environment.
4.
5. You gain [Path Rank] Biological **Soak**.

Power Skills

Power Skills require strength and coordination. Characters don't need to be muscular to use these Skills, but physical conditioning is key to mastering them. A lithe acrobat and a beefy wrestler can both make adept use of these Skills.

Athletics

Characters with the Athletics Skill have trained their bodies for strength, speed, and agility. This Skill is used whenever you want to accomplish something like diving into a moving vehicle, climbing a sheer wall, or balancing on top of a flagpole. If you want to do more than just stand there and shoot your gun or flap your lips, you'll need at least a few Ranks of Athletics. The highest Ranks will have you running up sword blades and parkouring across alleyways.

1.
2. Your **climb and swim** speeds are increased by 0.5x (relative to your Move).

   Your **Lift Modifier** is increased by 1.0x
3. **Tumble** (9 Legend, Quick Action Interrupt) – roll your Athletics (Skill dice only) to reduce any **falling damage** by the amount rolled.
4.
5. Increase all **Grappling** rolls by +5 and you're immune to the **Trip** effect of weapons and attacks.

Heavy Melee

Just being able to lift heavy stuff doesn't make you good with a zweihander. Heavy Melee perfects your Skill with two-handed weapons that use momentum to your advantage. See **Chapter 13** for the equipment section and weapon descriptions, and page 215 for the rules on **melee combat**.

1.
2. You may now call **Raises** on any melee attack.
3. Gain [Skill Rank] Kinetic **Soak**.
4. Increase your **Defence** by [Skill Rank].
5. Add an extra 1d8 Kinetic damage to Critical hits with Heavy Melee weapons.

Light Melee

Light Melee is used to attack with melee weapons that are light… Most of these weapons are wielded in one hand. Use of the katana falls under this Skill regardless of whether it's used one-handed or two-.

1.
2. Add +2% **Gain Extra Attack** line to your Fate Card. When rolled, you may use this free attack at any point during your Turn.
3. Gain 1 level of **Two-Weapon Fighting**.
4.
5. Spend 5 Legend and subtract X from your **Defence** to add half of X (rounded up) to your next damage roll with a Light Melee weapon. The effect on your Defence lasts until the start of your next Turn.

Thrown

If you're throwing it, use Thrown. This applies to weapons that can only be thrown (shuriken, grenades), as well as to weapons that can be thrown or used in melee; once it leaves your hand, you're using this Skill to attack. Stabbing someone with a spear uses the Heavy Melee Skill, but if that someone is running away and you want to skewer them from afar, you use Thrown.

1.
2. **Palm** (5 Legend, Quick Action) – you may conceal one small **Thrown weapon** in your hand or up your sleeve without requiring a **Sleight of Hand** roll.
3. Add +3% **Gain Extra Attack** line to your Fate Card. You may use this free attack at any point during your Turn.
4.
5. You may carry an effectively unlimited number of kunai or shuriken if you have time to prepare them in advance of a scene.

Unarmed

The Unarmed Skill captures your ability to fight with your body, whether using martial arts or street brawling. You can decide the style your Skill takes. Note that **Grappling** an opponent is improved by the Unarmed Skill but can be attempted by anyone, regardless of their Skill.

1. Unarmed damage increases to 1d4.
2. **Unarmed and Improvised** damage increases to 1d6.
3. You may now call **Raises** on your unarmed attacks.
4. Unarmed damage increases to 2d6.

   Add +2% **Gain Extra Attack** line to your Fate Card.
5. Spend 12 Legend to add **Heart** (Ranks, rolled) to your next unarmed damage roll.

Reflex Skills

Reflex Skills require quick thinking, economy of motion, agility, and usually some style. Characters with high Reflex Skills tend to have quick hands and a sharp wit.

Banter

Witty repartee and sly innuendo are both aspects of the Banter Skill, which defines your ability to speak clearly, quickly. This Skill allows you to chatter away without sounding like an idiot or leaving long, awkward silences, even if you don't necessarily know what you're talking about. Banter can be fun and light-hearted or cutting and aggressive.

1.
2. **Chime In** (7 Legend, Quick Action Interrupt) – when an ally attempts a non-aggressive social roll, you may roll your Banter as a Quick Action **Interrupt** (Skill dice only) and add your results to your ally’s roll. This ability only works in situations where your interruption wouldn’t derail the conversation or be considered inappropriate – you’re supposed to be helping your ally.
3. **Burn** (12 Legend, Quick Action Interrupt) – when someone attempts a social roll that you want to fail, you may try to Burn them. You roll your Reflex + Banter, and if your roll equals or exceeds your target's social roll, you defuse, interrupt, or otherwise stymie their attempt. This ability is usually viewed as an aggressive social tactic and may be considered rude if used in polite society.
4.
5. You’re so damn sharp you simply can’t be **Surprised**.

THE ILLUSTRIOUS PATH OF YOUR GENETIC HERITAGE AMOUNTS TO A SHORT WALK AROUND A SMALL POND.

Umiban Lu, Envoy

Dodge

To actively avoid enemies’ attacks, you must have at least 1 Rank in Dodge. At first, Dodge lets you weave through melee attacks, but as your Rank advances, you may begin to Dodge projectile attacks and use other unique abilities. See page 217 for the rules on how to **Dodge**.

1.
2. You may substitute **Savvy** for **Power** in the **Defence** Trait, if you wish.
3. You can now attempt to Dodge projectile attacks.
4.
5. You’re a slippery sunuvabitch. You may substitute **Reflex** for Power in **grappling** contests, if you wish.

Drive

Any idiot can get in an automated vehicle and arrive safely at their destination. But with the Drive Skill, you may perform increasingly difficult vehicular actions, including racing, stunts, jumps, drifting, and even attacks. See page 246 for the rules on **driving**.

1. You may make attacks against other vehicles, but not people, while driving.
2. You may now make vehicular attacks against people.
3.
4. You may now operate a vehicle using only your Move action, freeing up your Full Action.
5. **Impossible Stunt** (15 Legend, Full Action) – when you perform an Impossible Stunt, you can make your vehicle do the crazy crap from the movies – bikes can ride up walls, cars can jump between buildings or skip over the surface of water, etc. Whatever you’re proposing to do can’t take longer than a few seconds at most, so make it count.

Sleight of Hand

Whether you're trying to pick pockets or cheat at cards, the Sleight of Hand Skill defines your ability to perform subtle, ideally imperceptible manipulation of small items in your hand. Use this Skill when you want to palm a data card or signal your allies while playing innocent.

1.
2. Increase your **Defence** by [Skill Rank]
3. Add [Skill Rank] to all **Gambling** rolls that involve some physical component (cards, dice, slot machines, etc., but not the lottery).
4.
5. Gain 1 level of **Two-Weapon Fighting**.

Stealth

This Skill defines your ability to go unnoticed, by hiding from view and making no noise. See page 225 for **Stealth rules**. While trying to be stealthy, you may only move at half your normal speed.

1.
2. You may now move at full speed while sneaking.
3. **Smoke Bomb** (10 Legend, Quick Action) – you may attempt to hide mid-combat. Use some plausible excuse to distract your enemies then duck into cover and roll your Stealth as usual. If you want to literally use smoke bombs, that's cool, too.
4.
5. In any area with low lighting or other visibility impediments, you no longer need to make a Stealth roll to go unnoticed unless there are active searchers, cameras, or guards.

Presence Skills

The most meaningful battles within the Empire aren't resolved with weapons. Presence Skills represent a variety of approaches to resolving social conflict and achieving one's goals without bloodshed. Or, at least, prior to resorting to bloodshed.

Deception

Lying comes naturally to some, while others skirt propriety with misdirection and half-truths. This Skill describes your ability to deceive others, including via impersonations.

1.
2. **Smell a Liar** (8 Legend) – if you suspect someone is lying, as a Quick Action **Interrupt** you may roll your Savvy + Deception. If they're lying, and your roll is higher than their roll (typically Presence + Deception), then you become aware of the lie. This ability doesn't work remotely or on recordings.
3. Add +1% **Gain 1 point of the Wealth Background** to your Fate Card.
4.
5. Add +1% **Gain 1 point of the Status Background** to your Fate Card.

Eloquence

Charm, etiquette, leadership, courtesy and professionalism are all summarized by your Eloquence Skill. If there's ever a question of whether you're able to say the right thing in a given situation, this is the Skill to use.

1.
2. Increase your **Resolve** by [Path Rank].
3. Add +1% **Gain 1 point of the Followers Background** to your Fate Card.
4.
5. **Defuse** (10 Legend, Quick Action Interrupt) – you say something that momentarily defuses a tense situation, giving the parties involved a chance to reconsider their choices before jumping into conflict. This ability is useless if conflict has already

started. If any of the parties don't want to be calmed down, they must roll an opposed Heart or Presence versus your Presence (no Skills), overcoming your tact on a success. If you succeed, there's no guarantee that tensions won't rise again in future Rounds, but at least you'll have tried.

Intimidation

Intimidation is inherently a Presence ability; there's something beyond physical appearance that makes others afraid of you. Intimidation must come with the implied threat of something, though physical danger is only one of many possible implications. A tiny but confident lawyer with access to your phone records can be scarier than the biggest dude at the gym. The effects of Intimidation vary based on the scene, but at its strongest this Skill may apply the **Afraid** status condition to a target.

1.
2. You may substitute **Power** for **Presence** on Intimidation rolls where physical violence is the implied threat.
3. **Bully** (10 Legend) – you may make an Intimidation attempt against up to [Skill Rank x 2] targets at once.
4.
5. You've gotten good at this. Whenever you successfully use Intimidation on a target, they're affected by the Afraid status condition. A target may attempt to get over their fear using a Full Action to roll Heart + Meditation against a TN equal to your original Intimidation Skill roll.

Performance

As opposed to Crafting, this Skill defines your ability to create art on a personal level, between you and your audience. Music, theatre, oration, drama, poetry, dance, and freestyle all fall under Performance. Although the Empire maintains a stoic mien, performance art continues to be well respected. You may choose a sub-specialty of this Skill – all contests involving that sub-specialty gain +[Skill Rank] to their roll.

1. Add +1% **Gain 1 point of either the Status or Followers Background** to your FC.
2. Add +1% **Gain 1 point of either the Status or Followers Background** to your FC.
3. Add +1% **Gain 1 point of either the Status or Followers Background** to your FC.
4. Add +1% **Gain 1 point of either the Status or Followers Background** to your FC.
5. Add +1% **Gain 1 point of either the Status or Followers Background** to your FC.

Seduction

The oldest Skill in society, Seduction represents your ability to entice others at an irrational, evolutionary level. This Skill is ineffective against a target who has no interest in your physical form, which isn't always something you (or even they) can predict based on first impressions. Seduction is a delicate tool that can achieve powerful results but which may be viewed as aggressive, and risks negative social fallout particularly when an attempt fails.

1.
2. Add +[Skill Rank] to all **Wealth cost TN** rolls.
3. Add +[Skill Rank] to all Presence Skill rolls.
4.
5. **Muma** (12 Legend, Full Action) – roll a Seduction attempt against a target. On a success, they become **Enthralled** by you.

Perception Skills

The Skills that fall under the Perception Trait are a grab bag of abilities that rely on your ability to sense external stimuli. Some of these Skills focus on your ability to understand people, while others reflect your physical senses and spatial awareness. Notably, **ranged combat attack rolls** use your Perception Trait.

Archery

Don't let those barbarians with the guns have all the fun; why not use an archaic piece of wood and string to fight the laser-wielding maniacs instead? Bows need to be reloaded every Turn with a Quick Action.

1.
2. **Pinning Shot** (8 Legend) – make any Archery attack roll, adding +5 to your Target Number. If you hit, apply damage as normal and you **Immobilize** your target until the start of your next Turn.
3. You may now reload a bow as part of your attack action.
4. Add +2% **Gain Extra Attack** to your FC.
5. **Volley** (16 Legend, Quick Action) – gain two bonus attacks as part of a subsequent Full Action attack this Turn. Each attack uses its own attack roll, and you may choose the same or different targets.

Commerce

While it incorporates knowledge-based considerations like accounting, your success in Commerce is more about perceiving trends and understanding your counterparties than being able whip up the best spreadsheet. This Skill is used in most negotiations, can be used for appraisal or valuation, and can help you get a better deal.

1.
2. Add +3% **Gain 1 point of the Wealth Background** to your Fate Card.
3. Gain Advantage on all **Wealth cost TN** rolls to determine if you can afford an item.
4.
5. **On Staff** (Full Action) – you may spend one **permanent** point of your Wealth Background to hire someone with Rank 5 in a Skill you need for one scene. They show up at your location within 20 minutes but generally won't risk their life for you. At least, not for one point of Wealth...

Gunnery

If it requires military training to use properly, it probably falls under this Skill. Starting with assault rifles and working the way up to vehicle-mounted cannons, the type of **weapons** that require this Skill are almost impossible to conceal and will definitely make the evening news.

1.
2. Increase *all* gun damage by [Path Rank].
3. **Action Hero** (8 Legend) – cause a successful projectile attack to inflict **Grounded** on your target.
4.
5. Add +1% to the Critical line on your FC.

Intuition

Intuition lets you understand others' emotions without being affected by them yourself. This Skill allows you to sense motives, see through lies, and understand desires, which in turn may give you insight on how best to proceed in a given situation.

1. Add +1% **Gain 1 point of either the Contacts or Followers Background** to your FC.
2. Add +1% **Gain 1 point of either the Contacts or Followers Background** to your FC.
3. Add +1% **Gain 1 point of either the Contacts or Followers Background** to your FC.
4. Add +1% **Gain 1 point of either the Contacts or Followers Background** to your FC.
5. Add +1% **Gain 1 point of either the Contacts or Followers Background** to your FC.

Investigation

Investigation is used any time you're trying to find, see, or discover something. Searching a desk for a hidden drawer, looking for clues at a crime scene, and trying to remember where you left your phone, all use Investigation. There's some amount of deduction involved in this Skill, which may let you come to conclusions based on what you find. Investigation is one of the Skills used to potentially notice someone using Stealth.

1.
2. Permanently increase your **Initiative** by [Skill Rank].
3. **Tingly Senses** (15 Legend, Quick Action) – the location of any hidden, but not literally invisible, beings within 5m is revealed to you until the start of your next Turn.
4.
5. You can no longer be **Surprised**.

Small Arms

Small Arms reflects your Skill with pistols, revolvers, shotguns, and submachine guns. Point and shoot all day, baby. See **Chapter 13** for equipment descriptions and page 215 for the rules on **projectile combat**.

1.
2. If your **Initiative** is higher than your target's, add [Skill Rank] to your attack roll.
3. Gain 1 level of **Two-Weapon Fighting**.
4.
5. Add +3% **Gain Extra Attack** to your FC.

KIKUCHI MEDIA INC.

Yashin Corporation today announced that it will soon be releasing its first line of consumer-focused light amplification personal defence devices. Yashin's marketing efforts, which studiously avoid the words "laser" and "gun", are an ambitious attempt to circumvent the Empire's prohibition against the possession of firearms. With the product launch expected for the first quarter of next year, it's yet to be seen how – or if – the Legislature will interfere, and of course speculation is running wild about the potential ramifications on Yashin's stock price.

RHOOD SQUIRREL NAMED "KNUCKLES" HAD TO BE PUT DOWN AFTER A SUR

Savvy Skills

Savvy is comprised of the kind of Skills that most folks would associate with some sort of college education. Academic and technical knowledge falls into this category, as do a few Skills that are best learned by doing rather than reading, but all require more *understanding* than instinct.

Arcana

There's lots of weird shit out there in the streets of NewEdo, and Arcana represents how much you know about it. While Arcana doesn't teach you magic, it allows you to recognize and begin to understand it. Arcana is also used to check if you recognize a particular kami or understand the culture of a yokai.

1.
2. **Insight** (7 Legend, Quick Action) – determine if a particular being, object, or effect is supernatural.
3. Add +1% **Kami Assistance** to your FC. When you roll this Fate, a nearby kami steps in to help you in some minor and strange manner, even if you can't see or hear it.
4.
5. Gain [Path Rank] Arcane **Soak**.

Computers

If you want to get a computer to do anything more complicated than turn on and load porn, you'll need a bit of this Skill, which covers systems, interfaces, and code. You'll need a way to interface with a system before you can manipulate it, of course. The state of computing in the Empire is **somewhat backward**, and almost any system worth breaking into will be behind a hard access bridge that requires a local connection point to log onto.

1.
2. Add +1% **Gain 1 point of the Contacts Background** to your Fate Card.
3. **Ghost** (8 Legend) – you may add your Reflex (Ranks, rolled) to an attempt to hide your digital fingerprint.
4.
5. **RD2D** (12 Legend, no action cost) – use a hardline from your phone to interface with a system that doesn't have convenient access to its operating system. This ability doesn't need to make any technical sense, but you do require physical access to the system.

Gambling

This Skill is as much about reading your opponent as understanding the game. A good gambler understands math, psychology, and statistics, and knows better than to aggravate fate. Dice games and casual wagers are popular in the Empire and are often used to decide who pays the bill after a long night of drinking.

1.
2. You may substitute Presence for Savvy in any contested Gambling roll against a sentient creature.
3. Add +1% **Gain 1 point of the Wealth Background** to your Fate Card.
4.
5. Add +1% to the **Critical** line on your FC.

Hardware

Your ability to create, **repair, and improve** machinery, including weapons and armour, is measured by your Skill in Hardware. Use this Skill when you're attempting to get an old truck running or if you want to add rocket boosters to your skateboard.

1.
2. **Saboteur** (8 Legend, Full Action) – roll Savvy + Hardware versus TN 10 to rig up a magazine of ammunition to explode when some physical condition is triggered (a door is opened, a tripwire is pulled, a light switch is flipped, etc.). The trap does [Path Rank]d10 Elemental damage to one target

if they fail to notice it before it detonates, which requires either a passive (no action) Perception roll or an active Perception + Hardware roll, noticing the trap if they meet or exceed your initial Saboteur roll.

3. Gain [Path Rank] Kinetic **Soak.**
4.
5. **Greasemonkey** (16 Legend, Full Action) – immediately restore one vehicle to its full HP. You need some tools to do this, but you can do it while you're in or on the vehicle, and while it's moving.

Medicine

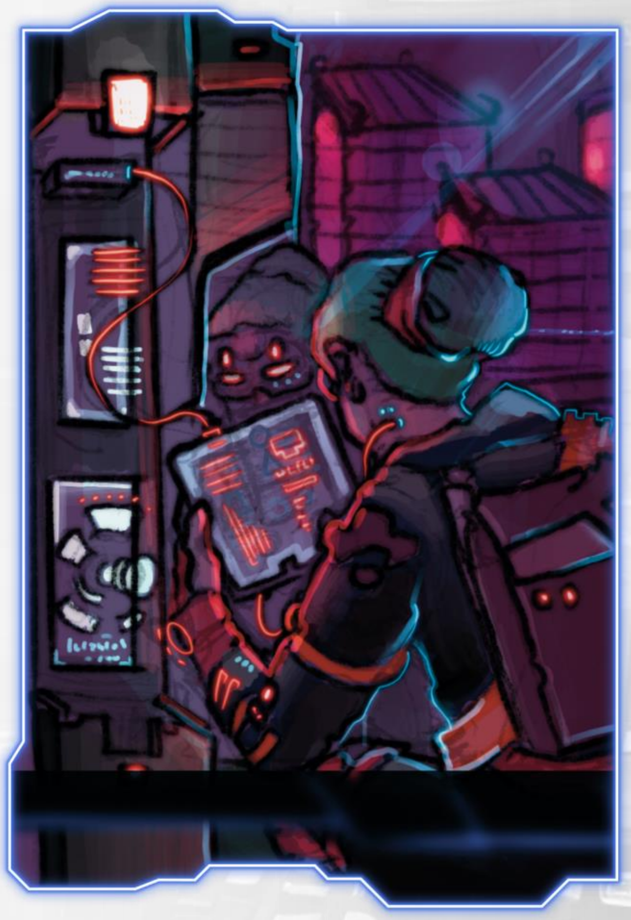
Everybody bleeds red. This Skill reflects your ability to patch up wounds, set bones, and diagnose illnesses. This Skill and its abilities usually require that you be in physical contact with your target (patient).

1. **Administer** (6 Legend, Full Action) – you provide basic medical attention to a target to increase their Rest Modifier by +2.0x on their next **Rest**. Administer also immediately removes any negative status effects the patient may be suffering from.
2. **Field Surgery** (10 Legend, Full Action) – roll Medicine (Skill dice only) to restore that much HP to one target. May only be used once between Rests on any given target.
3. Add +1% **Gain 1 point of the Wealth Background** to your Fate Card.
4.
5. **Anesthetize** (18 Legend, Full Action) – negate the **Wound penalties** of one target for this scene or combat.

Security

Your understanding of locks and alarm systems (both mechanical and digital) is summarized by this Skill. While computerized security devices can be manipulated with Security, the way to differentiate between a **Computers** check and a Security check is whether or not there's a physical effect of your attempt: trying to bypass the password on someone's laptop requires the Computers Skill, while attempting to open a digitally locked briefcase would use Security.

1.
2. **Cracker** (6 Legend, Quick Action) – unlock a mechanical lock by shooting it. Does not work on bank vaults.
3. **Scan** (10 Legend, Full Action) – roll Savvy or Perception + Security. For each 5 points of your roll, you may identify where one camera is in a room, understand its sweeping pattern (if any), and be able to visualize its blind spots. This allows you to form a mental map of an area with higher rolls, possibly identifying blind spots or security patterns that may be exploited. Regardless of how high you roll, you can never be sure that you've identified every camera in an area.
4.
5. **Smooth Operator** (no cost) – passive video recording and monitoring systems will never capture a clear shot of your face.



Streetwise

Streetwise reflects your familiarity with NewEdo's grittier side: gangs and gang signs, graffiti, slang, turf, countercultures, dealers, racing, etc. When used in combination with Savvy, Streetwise represents only academic knowledge of these things, not the ability to blend in. If you need to fit in or be accepted, use Streetwise in combination with Heart if you're not bullshitting your cred, or Presence if you are.

1.
2. Add +2% **Gain 1 point of the Contacts Background** to your Fate Card.
3. You automatically know where to go to find contraband: drugs, guns, services, etc. This stuff still isn't free, though…
4.
5. **Call in a Favour** (15 Legend, Full Action) – you either know some people or know how to trigger some people into acting for you. When you call in a favour, you summon [Path Rank] **thugs** to come help you with a task. These temporary allies arrive at a destination of your choice within the hour. They come bearing low-level equipment suitable to the task at hand. If you want them to risk their lives for you, you'll need to convince them it's worth it. Otherwise, they'll act like thugs, tough only until the situation gets hot. You may call in a favour for purposes other than violence, but don't expect any specialized knowledge from the people who respond.

Study

Study is a catch-all Skill that represents your academic knowledge. If you need to check if you know something – a piece of history, the Empress's niece's name, a chemical formula – you can roll Study. You may choose a sub-specialty of this Skill (history, engineering, physics, linguistics, etc.) and all contests involving that sub-specialty gain +[Skill Rank] to their roll.

1. Add +1% **Gain 1 point of the Status or Wealth Background** to your Fate Card.
2. Add +1% **Gain 1 point of the Status or Wealth Background** to your Fate Card.
3. Add +1% **Gain 1 point of the Status or Wealth Background** to your Fate Card.
4. Add +1% **Gain 1 point of the Status or Wealth Background** to your Fate Card.
5. Add +1% **Gain 1 point of the Status or Wealth Background** to your Fate Card.

Surveillance

Surveillance is the practice of observing and collecting information on sentient subjects. This Skill covers the ability to tail a subject (on foot or in vehicles) without being noticed, read lips, plant bugs, and gather information from social networks (in person or electronically).

1.
2. Once you spend a minimum of 4 hours surveilling a subject, your next social contest targeting that subject is rolled at Advantage. This ability has no cost but only works once, unless you reapply this Skill and learn new information about your subject.
3. Add +3% **Gain 1 point of the Contacts Background** to your FC
4.
5. If you're a third-party observer, you automatically know if someone is being followed on foot within your vicinity.

Tactics

Whether you trained at Nakano or on Flatbush, you're adept at coordinating groups of people. This ability is most often used in or before combat, but you could also lead a mean pre-shift meeting at *Goto Burger*. Tactics is used to apply the **Demoralized** status to enemy squads.

1.
2. Add +3% **Grant Ally Free Attack** line to your FC. When rolled, a target ally gains one free attack immediately after your Turn.
3. **Motivate** (9 Legend, Quick Action Interrupt) – you and your allies add [Skill Rank x 2] to **Initiative** for this combat.
4.
5. **Phalanx** (12 Legend, Full Action) – you and your allies gain bonus **Defence** of [Path Rank x 2] for the remainder of this combat.

THE TRUTH IS NOT WHAT YOU WANT IT TO BE; IT IS WHAT IT IS. AND YOU MUST BEND TO ITS POWER OR LIVE A LIE.

Musashi, Legend

Toxicology

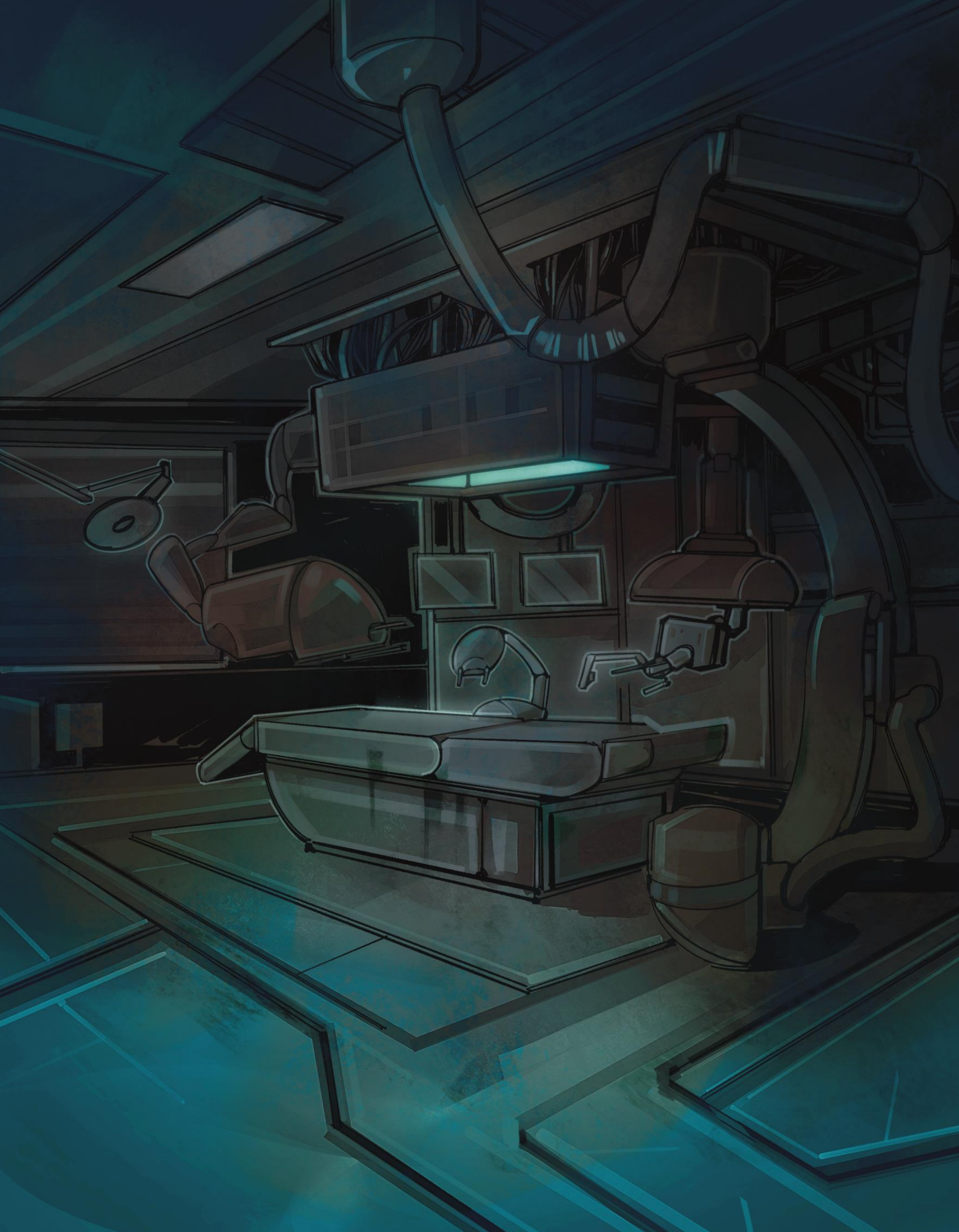
Toxicology is the study of toxins, poisons and venoms (which, for the purposes of this game, are undifferentiated), particularly regarding how they interact with live bodies.

1.
2. **Identify Toxin** (8 Legend, Full Action) – roll Savvy or Perception + Toxicology to identify a toxin either by looking at it and wafting your hand around or by peering closely at the effects it has on a living target. The TN is 10 for common toxins, 25 for rare toxins, 40 for extremely rare toxins, or equal to the toxin crafter's roll (see below) at the time of creation. If you exceed a crafter's roll by 15 or more, you may be able to determine a clue to their identity.
3. **Craft Toxin** (12 Legend, multiple actions) – see page 245 for **toxin creation rules**.
4.
5. Gain [Skill Rank] Biological **Soak**.

Wetware

Wetware is the Skill used to instal and upgrade **Augmentations**. This process requires as much medical knowledge as engineering skill and isn't for the faint of heart. The systems for **installing Augs** are found on page 178.

1.
2. **Source Inspection** (10 Legend, Full Action) – roll Savvy + Wetware and closely inspect an Augmentation. For every increment of 10 in your roll, you may know more about the Aug, including where generally it was installed geographically, or with 30+ on your roll, you may know who specifically installed it.
3. Add +[Skill Rank] to all **Medicine** rolls.
4.
5. Add +[Skill Rank] to all **Hardware** rolls.



CORE TRAITS

Core Traits are the fundamental building-blocks of your character. These seven Traits measure your character's raw potential: their basic ability to accomplish physical, mental, social, and magical feats in the game. Every character shares six Core Traits – **Heart**, **Power**, **Reflex**, **Presence**, **Perception,** and **Savvy** – while only some possess any amount of the last Core Trait, **Shinpi**, which allows them to speak to the spirits of the world and create magic.

Your Core Traits will be used during play as you attempt to perform **contests**. The most basic roll in NewEdo is a Core Trait + a **Skill**, with the total compared against a **Target Number** (TN); if you meet or exceed the TN, you successfully perform your action. So, Core Traits give you a chance to succeed even if you have no Skill in something. A character with high Core Traits but lower Skills might be considered a jack of all trades, with the potential to succeed at many things, but not likely very skilled in any specific area.

Core Traits are also used to calculate your character's **Derived Traits** which are functional statistics about your character (for example, how hard they're to hit with a stick) that you don't get to choose directly. See page 206 for more details on the Derived Traits. This system means that your Core Traits represent more than just one narrow aspect of your character. Heart, for example, is used not only for traditional stamina mechanics; it also represents bravery or willpower, adding to your character's **Resolve** – their social defence stat.

Core Traits are one of the few rolls in NewEdo that use a d10, which is notable because d10s "**explode**" in this game – that is, if you roll a 10 on a d10, you get to keep the 10 and roll again, continuing to add the results to your total.

All Core Traits except Shinpi start at 10, at the bottom of Rank 1. Your Shinpi Trait by default is zero unless your Lineage, Path, or Priority choices at **character creation** grant you a boost of Shinpi.

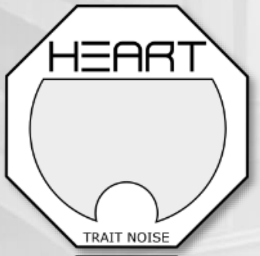
If you ever have less than 10 in a Core Trait, you don't get to roll any dice for the Trait portion of a contest that uses that Trait. This mostly applies to Shinpi, which starts at zero, so you'll need to get it up to at least to 10 if you want to roll Shinpi when you cast **Rotes**.

Measuring Core Traits

Core Traits are measured in integers, so you may have Power 22 or Savvy 39, for example. Each point you add to these Traits will affect other aspects of your character (notably the Derived Traits). If it's ever necessary to know if your character is stronger, faster, or smarter than someone else, you can directly compare their Core Traits for a quick answer.

Since you can't roll a 22, Core Traits are defined by their **Rank**, which is the number in that Trait's 10s place value. From the example above, you may have Power 22 and Savvy 39, equating to **Rank 2** Power and **Rank 3** Savvy. When you're asked to "roll your Trait" or "roll Trait Ranks", **you roll the number of d10 dice equal to your Rank in that Trait**. And, yes, this means you drop the integer when you roll your Trait (you don't get to roll 3d10 + 9 if your Savvy is 39). This reflects the fact that you might very well win an arm wrestle against someone who can lift a few pounds more than you; the small differences don't define your character's potential.

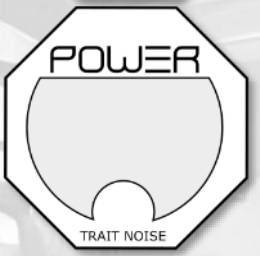
It's important to remember that each increment you add to your Core Traits will boost your other game statistics, so even though you don't get to roll more dice between 20 and 29 Power for example, your character will continue to improve their **Defence** (a Derived Trait) as you increase the underlying Core Trait.



HEART

Heart is indicative of general health, as well as determining a character's will and commitment in the face of adversity.

Heart is used to derive a character's **Health Pool** (**HP**) and their **Resolve**.



POWER

Power describes a character's offensive potential on a personal level, regardless of whether they fight barehanded or with a two-handed maul.

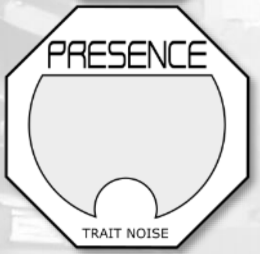
Power is used to derive **Defence** and is the Core Trait affecting **unarmed** and **melee attack** and damage rolls.

REFLEX
TRAIT NOISE

REFLEX

Speed, grace, and wits are all summed up in the Reflex Trait. Reflex is both physical and mental; quick hands and a swift body are often accompanied by an equally deft mind.

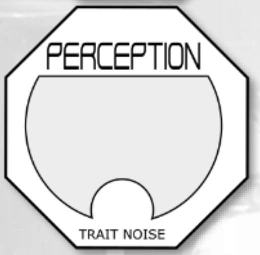
Reflex is used to derive **Initiative**, **Defence**, and **Move**.



PRESENCE

Presence can indicate physical beauty, an intimidating aura, silky charm, or an air of authority. Supermodels, CEOs, and prophets all have high Presence. This Trait quantifies internal confidence and poise, as well as the ability to influence others.

Presence is used to derive **Resolve**, and is the Trait most commonly used in **social rolls**.



PERCEPTION

The basics of Perception are your character's ability to see, hear, feel, taste, and smell the world around them. Perception also helps you read the emotions of others.

Perception is used to notice things, from subtle smells to hidden doors, and is the Trait rolled to determine the success of **projectile attack** rolls.

SAVVY
TRAIT NOISE

SAVVY

Book learning and street smarts both fall under the heading of Savvy in NewEdo, capturing intelligence and cunning. This Trait reflects your ability to learn on the go, see patterns where others see chaos, and your capacity to predict what comes next.

Savvy is used to derive **Initiative**, and for most knowledge-based rolls.

SHINPI

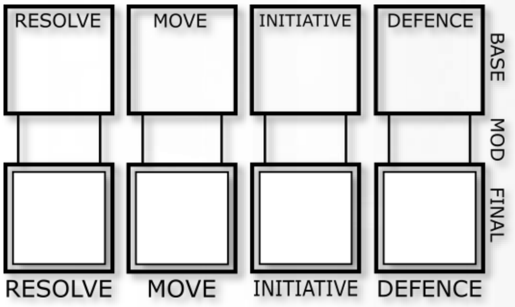
Shinpi measures your character's ability to speak to, and coerce, the kami, and is used to create magical effects called Rotes. Only certain **Paths** teach you to speak with the kami, and how to convince them to do you favours. This is the root of **magic** in NewEdo.

Remember that Shinpi starts at zero, unlike the other Core Traits, which start at 10

DERIVED TRAITS

Your character's Derived Traits are important statistics used primarily in contested situations. As suggested by their name, the Derived Traits aren't chosen directly during character creation; rather, they're (mostly) a function of your character's Core Traits. While deciding on your character's Core Traits, it's important to consider what effect those values will have on your Derived Traits.

Derived Traits are never rolled, so they don't have Ranks. They're more like background information on your character. Derived Traits are often modified by other abilities, so there's room on your character sheet to keep track of any modifiers.



Like Core Traits, your Derived Traits are measured in integers, but Derived Traits are never rolled and don't have Ranks. In NewEdo, remember that you always round any calculations up to the next integer.

Resolve

Resolve is your ability to resist manipulation and defend against negative social contests. The basic Target Number to affect you with social attempts (seduction, intimidation, etc.) is your Resolve.

Resolve = [Heart + Presence] x 0.4

Move

Your Move determines the distance you can move on your Turn. A rare few characters are able to use their Move for actions other than hustling.

Move = [Reflex + Heart] / Size (measured in metres)

Initiative

Initiative determines who acts first in contested situations where the character with the highest Initiative goes first, followed by the rest in order. Only in the case of tied Initiative do characters roll to see who goes first.

Initiative = Reflex + Savvy

Defence

Your Defence rating reflects how difficult you are to hit in close combat, forming the basic Target Number for **melee** and **unarmed attacks** against you. Different characters may embody their Defence in different ways – a soldier might block and parry while an assassin could deftly weave between blows. You can decide the style of your Defence, but the effects are the same regardless.

Defence = [Power + Reflex] x 0.4

Health Pool (HP)

Your character's HP is a summary of the damage they can take before things start to get ugly. As your HP drains, you'll take **Wounds** and accumulate a penalty to your Skill rolls, reflecting your degraded operating efficiency from getting your ass beat. Your Health Pool is determined by your Heart Trait and your **HP Modifier**, which starts at 1.5x.

HP = HP Modifier (usually 1.5) x Heart

Size

Your Size is determined by your **Lineage** and runs on an inverse scale, with the largest beings rated Size 1 and the smallest mammals Size 10. 10 isn't the Size limit, but for game purposes anything smaller than a 10 would be treated on a case-by-case basis by the storyteller.

Size has two mechanical effects in-game. First, the bigger you are, the easier it's to hit you with **projectile attacks**. Second, the bigger you are, the faster you can run, with Size directly affecting your Move Trait. These effects are a trade-off. Every Lineage has multiple Size options, allowing you to tailor your character to your playstyle and roleplaying objectives.

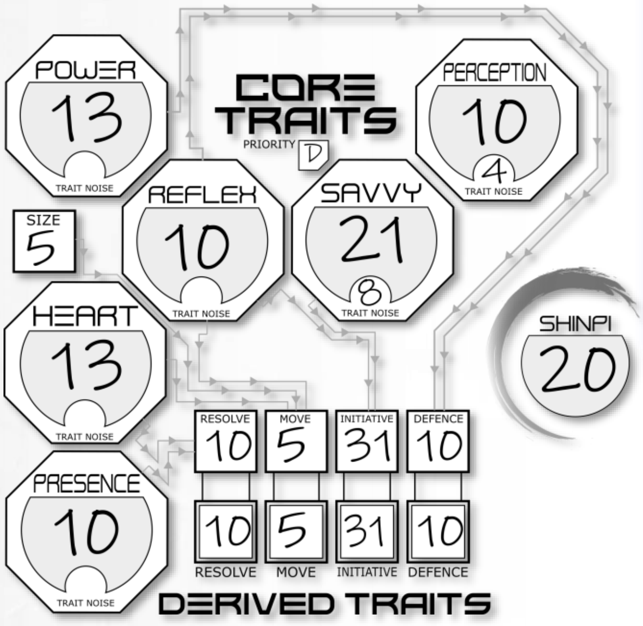
Core & Derived Traits Examples

The following excerpt from a character sheet shows the Core and Derived Traits for Fumiyo, our sample character from the **Character Creation** chapter. This summary will help you wrap your head around the basics of how the Traits work together to form the fundamentals of your character.

Fumiyo is a **Karasu** on the **Shugonshi** Path, being played by Rowan. Rowan decided that Fumiyo will be a street shaman trying to work her way out of the gutter. Her Core Traits received **Priority D** during character creation because her other abilities were more important to her build (a resourceful spellcaster).

Every character starts with 10 in each Core Trait (except Shinpi), then gets a boost of +3 to their Heart because everyone has at least 1 point in the **Soul** Background. Fumiyo gains +3 to her Power based on her Karasu Lineage and +3 to her Savvy from her Culture choice (the Karasu's "Strategic" culture). Her Shinpi started at 0, like everyone else, but she got +7 from her Path (Shugonshi) and a further +7 from her Magic Priority. With her Priority D in Core Traits, Rowan had 14 points to assign here. Wanting Fumiyo to be crafty, he put 8 points into Savvy, bringing it up to 21. Her last 6 points get put into Shinpi to bring it up to the useful Rank 2 level at 20 points.

Of equal important to the dice she rolls in a contest are Fumiyo's Derived Traits. Fumiyo isn't a fighter and will have to be careful in any dangerous situations because her Derived Traits are pretty weak, as shown to the right.


POWER
13
TRAIT NOISE
CORE TRAITS
PRIORITY D
PERCEPTION
10
4
TRAIT NOISE
SIZE
5
REFLEX
10
TRAIT NOISE
SAVVY
21
8
TRAIT NOISE
SHINPI
20
HEART
13
TRAIT NOISE
RESOLVE 10
MOVE 5
INITIATIVE 31
DEFENCE 10
PRESENCE
10
TRAIT NOISE
10 RESOLVE
5 MOVE
31 INITIATIVE
10 DEFENCE
DERIVED TRAITS

Calculating Fumiyo's Derived Traits

(don't forget to round up!)

Resolve = (Heart + Presence) x 0.4
= (13 + 10) x 0.4 *equals* 10

Move = (Heart + Reflex) / Size
= (13 + 10) / 5 *equals* 5

Initiative = (Reflex + Savvy)
= (10 + 21) *equals* 31

Defence = (Power + Reflex) x 0.4
= (13 + 10) x 0.4 *equals* 10

Below are examples of the Trait scores of common archetypes in NewEdo	
Average Human	All Core Traits between 8 and 15. Resolve and Defence 8, Move 5, Initiative 20
Capable Human Samurai	Physical Traits between 20 and 35, other Traits between 12 and 20. Resolve 15, Defence 19, Move 10, Initiative 36
Smooth-talking Bakeneko Criminal	Presence and Perception 25-35, other Traits between 12 and 20. Resolve 20, Defence 12, Move 8, Initiative 40
Tough-guy Oni Bouncer	Power and Heart 30-35, Perception and Presence 20-25, Savvy 10. Resolve 21, Defence 19, Move 13, Initiative 30
Cunning Saru Detective	Perception and Savvy 25-35, Reflex and Presence 20-25, Heart 20, Power 12. Resolve 16, Defence 22, Move 9, Initiative 53

SECTION 3: SYSTEMS

Shigeru lived with a bunch of dudes in a tiny apartment in Shinjoko, so he kept his expensive computer equipment – the non-gaming stuff – in a work van. Shigeru didn't trust the dudes – or anyone, for that matter. Their building had a ground-floor garage that was relatively secure, and Shigeru had paid an artist from Mad City to cover the van in graffiti that suggested it belonged to a ganger, which he figured was better than any security system.

Tonight, the van was parked in the very posh Kitoshi district, across from a traditional walled villa that predated gunpowder. Shigeru had received a generous contract for his work that night, generous enough to compensate him for the Okitori Luxury Services wrap that he had pulled over the van to make it fit into the neighbourhood. He'd also hired a bodyguard, someone referred to him by Chibi Uchida.

Shigeru did his best to ignore the bodyguard, a middle-aged man who sat in the back of the truck, elbows resting on his hunched knees. He had a gun. The gun was threatening and distracting, though the man was otherwise nondescript. He hadn't said more than ten words since Shigeru had stopped to let him in across town. He wore lots of black and had a vaguely military air about him.

"Nice place, eh? I'm a bit hungry. I wish I'd eaten earlier. I knew better, ha. Oh man." Shigeru chattered nervously as his hands – one a cybernetic replacement – flew over his various keyboards. The man shrugged affably but didn't comment.

"Right. Well." Shigeru pulled open a desk drawer. Two tiny drones emerged from the enclosure and hovered up to the van's roof vent, powered by silent repulsor tech.

A few more clicks on the keyboard and one of the van's many screens lit up with a soundless display, the image sent back from one of the drones as it ascended high over the villa wall. Shigeru turned on a second screen that displayed an oblique angle of the van captured by the second drone half a block away. The nearest gate of the compound shared the frame. The night scene was calm, and a warm lantern glow arose from the buildings behind the compound's tall wall.

Ignoring the overwatch image from the second drone, Shigeru sent the first drone through an open window on the second floor of a residence within the compound. A few occupants – traditionally-dressed residents, some modern security personnel, and more than a few kimono-clad samurai – were visible in the drone's field of view, but none of them seemed to notice the mechanical intruder. After a few minutes' exploration, the drone came to rest outside a metal door in a long hallway at least three floors underground.

Shigeru whistled tunelessly to himself and prayed silently to the fates.

The metal door opened, and a black-clad security guard emerged. The drone zipped through the opening behind the guard before the door closed. The room was a security station with a dozen screens showing images from around the compound, including one focused on the van. Another guard remained in the room with his back to the drone's camera, sipping tea, oblivious to the tiny intruder.

Shigeru's fingers raced over his keys. The drone flew under a desk and affixed itself to the back of a bank of computers.

"Access."

Another of the van's screens warmed up, showing a text-only interface filled with code. Shigeru went to work.

12: ACTION AND CONFLICT

There are three ways to solve a problem: with your brains, with your words, or with your fists. This chapter goes into detail on how to attempt those various problem-solving techniques, and the repercussions for if you fail.

SETTING THE SCENE

Once players start reaching for dice, you can call it a scene. This might mean combat is about to start, or someone just pissed off your famously verbose **Envoy** and he's about to ruin their career. A scene is loosely defined by a timeframe in which characters want to accomplish a specific task, and that task will be complicated by things generally getting in their way, requiring a few **contests** to be rolled. A scene will have a specific setting – an alley, a boardroom, a bar, the palace – and players will need to know what's going on around them as a scene starts to unfold so they can make appropriate decisions for their characters.

Actions

Once a scene starts, time is broken down into **Rounds** and **Turns**. A Round is the time it takes *everyone* involved to take their actions, while a Turn is the time it takes each individual to act. Your character gets one Turn every Round and usually makes most of their actions on their Turn.

During each Round, characters gets a chance to make:

- One **Move Action**, usually divided into metres;
- One **Quick Action**, and;
- One **Full Action**.

You can only perform each action once per Round and may typically only do so on your Turn. There's no restrictions about the order in which you take your actions, and the actions can be broken up into stages, then continued later. For example, a character can move half their Move distance, fire their gun (Full Action), and open a door (Quick Action), then continue through the door using the rest of their Move.

As your character develops their abilities, they'll expand what they can do during each of these actions, but the following is a summary of the basic options.

Move Action

- Move a distance equal to your Move Trait in metres.
- **Take Aim** – you steady your sights, gaining Advantage on your next attack at the expense of reducing your Move to zero for this Round (you may not move any distance before using Take Aim). Attacks against you have Advantage until the start of your next Turn when you Take Aim.
- Cast a Rote requiring a Move Action.
- **Evade** – this takes all three of your actions this Round (Move, Quick and Full). See Full Action below for details.
- **Take Cover** – use available terrain to take **half or full cover**. Entering cover takes 1m of Move. You can lean out from cover to fire a weapon using 1m of Move, but you need to then use another 1m to take cover again if you don't want to be **Exposed**.
- **Drive a vehicle** (this takes both your Move and Full Action each Turn).

Jumping, swimming, and climbing may affect how you traverse distance.

Quick Action

- Draw and ready one weapon.
- Reload one empty weapon.
- Cast a Rote requiring a Quick Action.
- Open a door or get into an unlocked vehicle.
- Attack an Exposed enemy who is within range of your weapon.
- **Evade** – this takes all three of your actions this Round (Move, Quick, and Full).

Your actions refresh at the start of your Turn, not the start of the Round.

Full Action

- Use a Skill. Unless otherwise noted, most Skill contest rolls require a Full Action.
- Attack. Barring any exceptions (Paths, Skills, Magic, Augmentations, etc.), you may attack only once with your Full Action.
- Cast a Rote requiring a Full Action.
- **Sprint** – move an additional distance equal to your Move Trait.
- **Disengage** – exit melee combat without leaving yourself Exposed to your melee opponent (you may still become Exposed to other attackers depending on line of sight).
- Drive a vehicle (this takes both your Move and Full Action each Turn)
- **Assist** – you may help an ally who's attempting something that could reasonably benefit from a second set of hands or eyes, by rolling the same Skill (Skill only, no Trait) as your ally and adding your total to their contest roll. Their full roll must occur after your Assist roll, on their Turn.
- **Evade** – run away in a zig-zag pattern. This foils both melee and ranged attackers, giving all enemies Disadvantage on attacks against you for the Round. Note that this isn't the same as **Dodging**, which is a much more dignified action. Evading doesn't protect you from becoming Exposed, though all attackers do get Disadvantage on attacks against you.

Interrupts

Various abilities and powers in the game give you the chance to use an Interrupt. An Interrupt uses up one of your Actions (Move, Quick, or Full) but may be performed when it's not your Turn. If you have an available Interrupt and use it after someone has declared their Action, you may be able to alter the situation so their Action is invalid or unusable. If you do so, your target is unable to change their declared Action, and it may be wasted. Abilities clearly state when they may be used as an Interrupt.

SKILL CHECKS

There's dozens of Skills in NewEdo that have nothing to do with hurting people or their feelings (systems that are covered in the following sections). When you use one of these non-conflict Skills, you'll generally be assigned a TN by the storyteller based on the difficulty of the task you're attempting. Some sample TNs are below, for reference, and more can be found **here**.

Rolling any **contest** to see whether a Skill succeeds (referred to as a "Skill check") is considered to use a Full Action unless the Skill or ability states otherwise. Storytellers are encouraged to skip Skill checks if it's obvious that the character could accomplish their desired task – turning off a computer when not under duress, opening a locked door when you have the key or passcode, building a fire with the appropriate equipment, climbing out of a first-floor window without breaking a leg, etc. Unnecessary Skill rolls shouldn't slow down the game's narrative.

Using this guideline, characters can and should **Roll their Fate** when they're presented with a Skill check that they have a reasonable chance of failure on. Some Fate lines may not apply to a given situation – rolling "Gain extra attack" when you're doing a Skill check on your calligraphy (**Crafting**) ability, for example. Feel free to get creative when applying the results of a Fate Card roll, though; there's no reason why you can't gain a Background point or assign a free action to an ally outside of a conflict scene. You may find that your character earns new Fate lines for their non-conflict Skills, something that will add unique depth to their story.

Sample Contest Target Numbers	
TN 10	Hit a Size 5 target at short range with a 9mm pistol or deceive an average person
TN 15	Hit a capable target in melee or intimidate a seasoned fighter
TN 20	Hit a trained melee fighter in melee or seduce a canny courtier
TN 24	Hit a Size 6 target at short or long range with a combat rifle
TN 40	Catch a fly in flight with chopsticks
TN 50	Block a bullet with a katana blade

SOCIAL CONFLICT

Social contests are rolled the same as combat ones, with your character creating a dice pool of an appropriate Trait + Skill combo rolled against a Target Number that depends on the situation.

Most contested social rolls use your target's **Resolve** as the Target Number, including attempts at Deception, Intimidation, Seduction, and the like. Resolve represents a character's social defence – their willpower, bravery, and self-control. The effects of a successful social Skill roll tend to be more subjective than those of a successful combat roll, so you should clearly define what it's you're trying to accomplish with your roll. Saying, "*I intimidate the guard*" is ok, but what effect do you want to occur? Do you want the guard to simply nod nervously and let you by, or to back off and find somewhere else to be, or literally shit their pants? The impact of your attempt may help clarify what the Target Number should be, and whether or not you should get an Advantage or Disadvantage on the roll.

The flip side of this coin is that when other beings attempt social rolls against you, they'll use *your* Resolve as their TN. You can't say *"My character wouldn't fall for that*" or *"My character wouldn't be scared*" – Resolve defines what your character would or wouldn't be able to resist in a social situation. So don't go around acting like a tough guy if you neglected your Resolve, 'cuz you're likely to fold like a kitten the first time someone looks sideways at you. You're not the only Legend in NewEdo…

Social conflict resolution may follow as few or many of the following combat rules as appropriate. For example, you might need to check Initiative during a social Scene if time is of the essence. Players may even call **Raises** on their social contest rolls if they want to attempt something really impressive. But not every social interaction needs to (or should) be resolved by dice rolls.

You "call a Raise" to voluntarily increase the difficulty of your contest in the hopes of getting an even cooler outcome. See page 216 for details.

HURTING PEOPLE

When that action music starts playing and it's time to clap steel, start here. Action in NewEdo follows a pretty straightforward pattern, as laid out in the…

Action Sequence	
Step 1	Determine if anyone is **Surprised** – if so, set their Initiative to 1.
Step 2	Determine the **Initiative** order.
Step 3	Determine if anyone is **Exposed**.
Step 4	Any character that's not **Demoralized** may use one Quick Action Interrupt to attack an enemy that's Exposed to them. This uses up their Quick Action for the Round. No Move actions are permitted during Step 4. All actions in Step 4 occur in the order of Initiative. Characters who are **Surprised** may not act in this Step on the first Round of combat.
Step 5	Once all applicable attacks against Exposed targets are resolved, the Round continues with characters taking their Turn in the order of Initiative. Interrupts can be used during any Step if an appropriate trigger occurs.
Step 6	Once every character has taken their Turn, this Round ends and the next Round begins. Every step is observed each Round, but Steps 1 and 2 usually don't change much, so you can usually just proceed to Step 3.

The first Round of combat can be a little chaotic, especially if it wasn't fully expected. Even if no one is **Surprised**, chances are good that many characters will start the combat **Exposed** to at least one enemy. Multiple attacks may be taken in Step 4 of the first Round as everyone scrambles to react. That first Step 4 of most combats resembles the opening frames a cinematic action scene, as anyone caught flat-footed gets pumped full of lead.

Once Step 4 is resolved, characters begin taking their normal Turn in order of Initiative on Step 5. This is when you'll be able to use Move Actions to dive for cover or close on someone with your blade.

The next few sections attempt to explain how each of these actions and conditions work in a logical order.

Surprise

Surprised is a **status effect**, but it's discussed here to keep the action sequence organized. A character is considered Surprised if they had no reason to suspect that combat would start. The most obvious reason someone would be Surprised is being attacked by a character they didn't see coming (say, from Stealth). If a target suspects violence, then as soon as someone makes a move, combat begins and no one is Surprised. This means that no matter who moved first, the character with the highest Initiative will get to act first – you can't just get the jump on someone by pulling your gun. Greedo moved first, but Han had a higher Initiative.

Characters who are Surprised have their Initiative set to 1 for the remainder of the combat. It can later be modified with abilities, using 1 as the base stat.

All attacks against Surprised targets are made at Advantage until that target takes their first Turn in the Round. Once a Surprised target takes their Turn, attacks against them no longer have Advantage.

A character may become Surprised in the middle of combat if something or someone new is introduced to the situation. When this happens, that character's Initiative is set to 1 but attacks against them don't benefit from Advantage.

Initiative

Characters take their Turns in the order of their **Initiative** Trait, with the highest going first during the Round. In the case of any tie, the character with the highest Reflex Trait acts first.

A character may voluntarily reduce their Initiative in a Round, but only by multiples of 10. This choice only lasts one Round and may be adjusted again in the future. Reducing your Initiative doesn't take any actions.

Exposed

A character is Exposed if both of the following conditions are met:

1. They aren't in half or full **cover**.
2. They aren't engaged in melee or unarmed combat with an enemy.

If you're in melee combat, no one is Exposed to you. That is, you're too busy to get any free attacks if you're engaged in combat with an adjacent enemy.

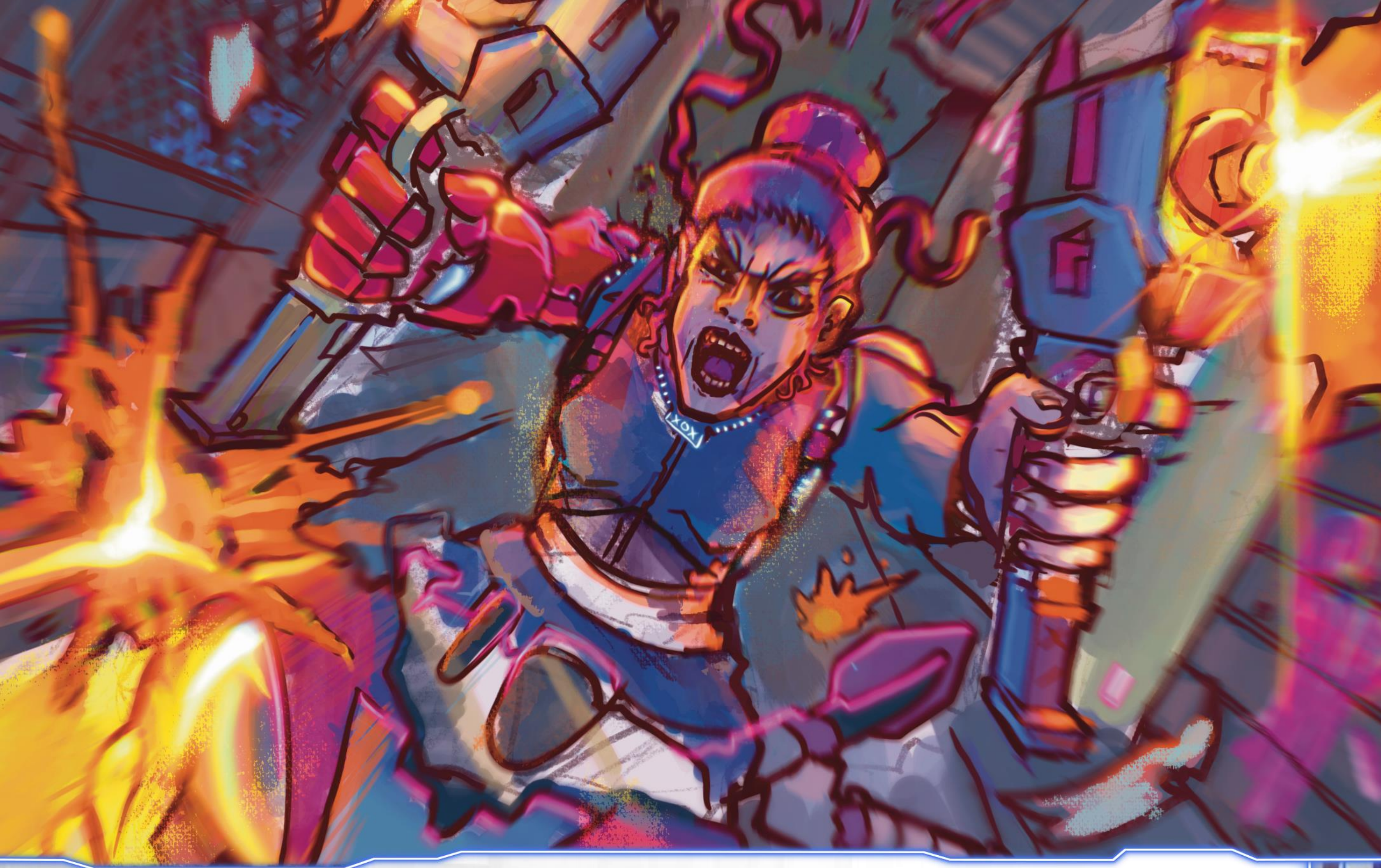
> Anyone standing in the open and not scrapping with someone nearby is considered Exposed. As soon as you leave cover, or move out of an enemy's melee range, you become Exposed.

Anyone with an available Quick Action may use an **Interrupt** to attack an Exposed target at any point in the Round. This tends to happen en masse in Step 4 of Round 1, but after that, Quick Action attacks may be used whenever a target becomes Exposed.

Finally, when two characters are adjacent, if either of them steps away from combat without **Disengaging**, that character immediately becomes Exposed to his enemy. This gives the enemy a chance to use a Quick Action Interrupt to attack before the character leaves melee range (assuming that enemy has a Quick Action available). The character who moved becomes Exposed to their melee opponent, but the opponent does not become Exposed to the moving character. Both may become Exposed to other combatants, though.

> **Example**: Hiro is in melee combat with Yasuro, both of them standing in the middle of the street. Yasuro's allies are spread out in half cover all around them, but Hiro isn't Exposed because he is adjacent to an enemy. All characters may act on their Turn, shooting or chopping whomever they please, but no one gets a Quick Action Interrupt to attack because no one is Exposed.
>
> Hiro kills Yasuro on his Turn with a Full Action attack and immediately becomes Exposed to all of Yasuro's allies since he's no longer adjacent to an enemy. Yasuro's allies all get a Quick Action Interrupt attack as soon as Yasuro hits the floor. Hiro can and should dive for cover, but he'll have to survive these attacks first.
>
> Hiro somehow survives the bullet storm and dives behind cover on his Turn, using his Move Action. He then draws a pistol with his Quick Action. One of Yasuro's allies goes next in the Initiative order and exits cover to charge Hiro. That ally is technically Exposed to Hiro, but Hiro doesn't have a Quick Action available to attack (because he used it to draw his pistol), so the runner approaches freely.
>
> On a subsequent Round, Hiro's attacker regrets entering Hiro's punching range and changes his mind. On his Turn, the enemy steps away from Hiro (he attempts to leave the space adjacent to Hiro without using his Full Action to Disengage). That enemy immediately becomes Exposed to Hiro, who may attack with a Quick Action Interrupt before the enemy exits melee range, as long as Hiro hasn't already used his Quick Action this Round.

Remember that you can **Roll your Fate** once per Round when you take any action that requires a contest. This means that you can roll your Fate before a Quick Action Interrupt attack, but you don't get to roll it again before other actions on your Turn.



Melee Attacks

When you attempt to strike someone with a handheld weapon that you're Skilled with, your dice pool is your Power + the **appropriate weapon Skill**, and your Target Number is your target's **Defence** trait. If you meet or exceed your TN, you hit your target and they suffer the effects (usually damage) of your strike. Don't forget to **Roll your Fate** first, to see if the results of your attack have been written in the stars...

Note that thrown weapons use this same system, with Power + the Thrown Skill versus your target's Defence as TN.

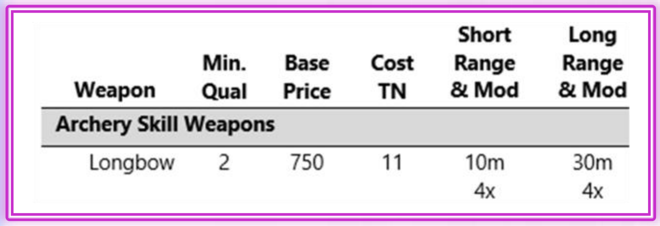
Example: Yugo is trying to cut Saphi with his katana. Yugo has Power of 27 and Light Melee 8/12. Saphi's Defence is 18. Yugo will roll 2d10 + 1d8 +1d12 and sum the total against a TN of 18. If he rolls 18 or higher on all his dice, he hits his target.

If you're attacking with a weapon that you don't have the appropriate Skill for, you don't get to roll any Skill dice in your attacks. You can still use your Trait dice, so you're not totally pooched. Don't give up yet!

Projectile Attacks

When you try to hit someone with a **projectile weapon** (guns and bows mostly) your dice pool is your Perception + the **appropriate weapon Skill**. Unlike melee combat, where your opponent has a chance to defend themself, the difficulty to hit with a ranged weapon is only a function of your target's **Size** and distance. Recall that the largest characters are Size 4 and the smallest Size 6. Target Size is multiplied by your weapon's **Range Modifier** to obtain the final Target Number of your attack. This makes it relatively easier to hit larger creatures.

Weapons have **Range Modifiers** for their Short and Long ranges, which vary by weapon. See below for a sample from the **Equipment Chapter**:



Weapon	Min. Qual	Base Price	Cost TN	Short Range & Mod	Long Range & Mod
Archery Skill Weapons					
Longbow	2	750	11	10m 4x	30m 4x

As shown above, a Longbow has a Short Range of 10m and a **Short Range Modifier** of 4x. The bow's Long Range is 30m and its **Long Range Modifier** is also 4x. If a target is within Short Range (in this case, 10 metres or less), you use the Short Range Modifier to determine your Target Number to hit them. If your target is farther away than the Short Range limit, you use the Long Range Modifier. If your target is farther away than the distance listed under Long Range, you simply can't hit your target from where you are.

Example: Tobolu is in combat with Marek, a Human (Size 5). It's Tobolu's Turn, and she wants to shoot Marek with her Longbow. Marek is 5m away, which is considered Short Range for that weapon, so Tobolu's TN to hit Marek is (Size) 5 x (Short Range Modifier) 4 = 20. Tobolu must roll at least 20 on her Perception + Archery attack roll to hit Marek.

Taking Aim

You may Take Aim as your Move Action on your Turn, making your projectile attack easier at the expense of limiting your movement. When you Take Aim as a Move Action, you may move zero distance this Round, but your projectile attack roll(s) have **Advantage**. You may take some Quick Actions but may not move or duck behind **cover** when Taking Aim – you're squaring your shoulders and aiming down the sights and don't have enough concentration to duck and cover. Even if you took cover in a previous round and haven't moved since, you can't Take Aim and retain the benefits of cover. When you Take Aim, all attacks against you're made at Advantage until the start of your next Turn.

Raises

Projectile attack damage is determined by the weapon type, not by any of your Traits or Skills (unless noted elsewhere). If you want to do more damage than the basic amount of your weapon, you may call a **Raise** before rolling your attack dice pool (and before rolling your Fate). Each Raise increases the TN of your attack by 5. But for each Raise you call, you may add +1d10 to your damage roll if you hit your target. Once you've called your Raises, your TN is set. If you don't reach the new TN on your dice pool roll, you miss, plain and simple.

Raises can only be called on projectile attacks, which reflects the potential that once you get better with your gun, you may not only target certain body parts but also may be able to fire more shots off at once.

Example: Tobolu is handy with her bow and has Perception 32 and Archery 8/6. She thinks she has a great chance to hit Marek (since she'll be rolling 3d10 + 1d8 + 1d6) with the base TN of 20 (from the previous example), so she calls a Raise, adding 5 to the TN for a total of 25. If, on her attack roll, she meets or exceeds 25, she gets to add +1d10 to the weapon's damage roll. If she rolls lower than 25, though, she misses entirely.

Dodge

Dodge is a Skill but warrants a more detailed systems discussion here, while everyone is trying to kill each other. **Dodge** adds to the Target Number of melee and unarmed attacks against you and may only affect one attack per Round unless otherwise noted elsewhere. Only characters with the Dodge Skill may attempt to Dodge. The process to determine the effects of a Dodge attempt is as follows:

You use your Quick Action **Interrupt** to Dodge when an opponent declares an attack against you. You can only Dodge one attack per Round and must roll your Dodge before your opponent rolls their attack.

Once you've declared your Dodge, you roll your Dodge (Skill dice only), and add the total of this roll to your attacker's Target Number to hit you. Your attacker does not have the option of cancelling their attack once you begin your Dodge and must make their attack with your Dodge roll added to their TN.

If you elect to roll your Fate Card on your Dodge and get a Critical, you automatically avoid the attack unless the attacker also rolls a Critical on their Fate Card. If that happens, proceed to roll both actions as normal (per above). Any additional effects triggered by Fate rolls occur in order of Initiative, but on the Turn of the attacker. Remember that you can only roll your Fate once per Round

Example: Jin is in close combat with an Oni wielding a naginata. Jin has Initiative 32 and the Oni has Initiative 38, so the Oni goes first. On her Turn, the Oni uses a Full Action to attack Jin. Jin has Dodge 4/8 and declares that he'll use his Quick Action to Dodge as an Interrupt. He rolls his Dodge (Skill only, a d4 and a d8) and gets a 2 and a 7 for a total of 9. His Defence is 19 so the Oni must roll 19 + 9 = 28 to hit. The Oni rolls her attack: she has Power 22 and Heavy Melee 8/12 so she rolls 2d10 + 1d8 + 1d12 to attack and gets a total of 27. She barely misses Jin. On Jin's Turn, his Quick Action has been used up by his Dodge, leaving him with only a Full Action and his Move Action.

Meditation – The Art of Not Giving a Fuck

The Meditation Skill is the dodge of social interactions. The mechanics of Meditation function similar to the Dodge Skill, as follows:

You use your Quick Action as an Interrupt to focus your ki using **Meditation** when an opponent declares an inimical social action against you. **Using Meditation for this purpose costs 5 Legend.** You can only use Meditate once per Round in this fashion, and you must make your Meditate Skill roll before your opponent rolls their social attempt.

Once you've declared your intent, you roll your Meditation (Skill dice only) and add the total of this roll to your opponent's Target Number to influence you. Your opponent doesn't have the option of cancelling their attempt and must make their roll with your Meditate roll added to their TN.

If you elect to roll your Fate on your Meditate and get a Critical, you automatically brush off the attempt unless your opponent also rolls a Critical. If that happens, proceed to roll both actions as normal. Any additional effects triggered by Fate rolls occur in order of Initiative but on the Turn of your opponent. Remember that you can only roll your Fate once per Round.

Readying & Reloading a Weapon

If your hands are empty, you must use a Quick Action to draw or ready your weapon before you can attack with it. If you're able to make an attack as part of a Quick Action for any reason, you may both ready your weapon and attack as part of the same action. This includes attacks made against **Exposed** enemies.

Weapons that use ammunition will run out of ammunition at some point. Assuming you've got an extra magazine handy, you can discharge your old mag and feed a new one as part of a Quick Action. You can't reload a weapon and attack using the same Quick Action.

豚足料理
寿司
BURGER
SUPERLO

DAMAGE

There are four types of damage in NewEdo: **Kinetic**, **Elemental**, **Biological**, and **Arcane**. All of these damage types affect your **Health Pool** (HP) total in the same way and are all recorded in the **Wounds** section together. You might be cut by a knife for 5 Kinetic damage, then set on fire for 11 Elemental damage in the same Round, but you'd just record this as a total of 16 damage on your **character sheet**. Healing occurs at the same rate regardless of the cause(s) of damage, so there's no need to note what type of damage you've accumulated.

Kinetic

Kinetic damage is primarily caused by physical contact with a hard object including bullets, knives, baseball bats, fists, cars, and the ground. Kinetic is the most common damage type, and if you're uncertain what kind of damage something causes, assume it's Kinetic.

Elemental

Elemental damage is caused by fire, electricity, extreme cold, acid, etc. This type of damage may originate from natural (a dumpster fire) or unnatural (a laser gun, a Rote) sources, but the effects of Elemental damage are usually visible on the body in the form of burns, blistering, or other surface disfiguration.

Biological

Biological damage is caused by toxins, poisons, and disease and its effects may not always be obvious from visual inspection. Characters are also exposed to Biological damage when they roll the **Biofeedback Effect** on their Fate Card.

Arcane

The last damage type, Arcane, is almost always caused only by supernatural phenomena and can encompass any damage that doesn't fit into the previous categories. Some Rotes, creepy monsters, psychic assault, and/or the guilt trip of a mother might all fall under this damage type. Note that Rote descriptions indicate what type of damage they cause.

Soak

Soak is a Trait that reduces incoming damage by a fixed amount but is differentiated by the four damage types. The Soak trait can be obtained by Skills, Rotes, or Paths or by wearing **armour**, and your character sheet has a space to note how much Soak you have for each damage type.

Example: Through various means, Marek has 2 points of Kinetic Soak and 4 points of Biological Soak. If Marek gets hit with a shotgun blast for 9 points of Kinetic damage, he subtracts his Kinetic Soak rating of 2 from the total, leaving (9 - 2) = 7 points of damage. On the next Round, he gets poisoned by an assassin for 5 points of Biological damage, so he records (5 - 4) = 1 point of additional damage. Soak is great.

Melee Damage

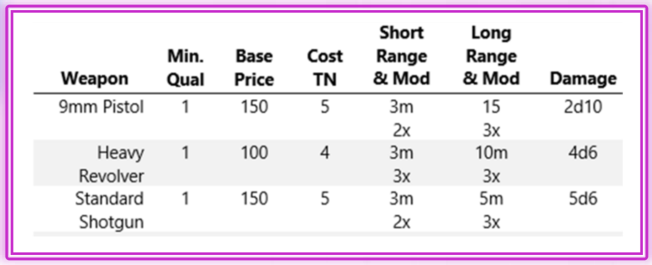
When you successfully hit someone with a melee weapon, your dice pool for damage is equal to your Power + the appropriate weapon damage. See below for a sample from the **Equipment** section that shows that a baseball bat adds +1d8 to your damage roll, and a jutte would add +1d4.

Weapon	Min. Qual.	Base Price	Cost TN	Damage
Baseball Bat	1	15	2	+1d8
Bo Staff	1	100	4	+2d4
Jutte	1	50	3	+1d4

Example: Yugo hits Saphi with his katana, so he rolls Power + the katana's damage rating, making his dice pool 2d10 + 1d8. The total will be subtracted from Saphi's Health Pool (HP) barring any extenuating circumstances.

Projectile Damage

A successful hit with a projectile weapon, whether it's a crossbow or a machine gun, results in a damage dice pool determined by the weapon's damage rating. As described above, you may call your shots using one or more **Raises** to try to increase the damage with a projectile weapon by +1d10 per Raise.



Weapon	Min. Qual	Base Price	Cost TN	Short Range & Mod	Long Range & Mod	Damage
9mm Pistol	1	150	5	3m 2x	15 3x	2d10
Heavy Revolver	1	100	4	3m 3x	10m 3x	4d6
Standard Shotgun	1	150	5	3m 2x	5m 3x	5d6

This excerpt from the Equipment chapter shows that the 9mm pistol has a damage rating of 2d10 so if you make a successful attack with a 9mm, you roll 2d10 for damage. Recall that d10s **explode**, so if you roll a 10 with your pistol you get to keep rolling and continue to add the results together. Firearms typically have damage ratings measured in d10s due to their potential to cause dramatic injury to internal organs.

Burst

If a weapon is capable of firing a volume of ammo with a single pull of the trigger, it has a Burst Roll stat. A weapon's Burst Roll is the number on its damage dice at or above which those dice may **explode**. When you fire one of these weapons on Burst mode, you have the potential to do greater damage at the expense of using up extra ammo for that attack. Firing on burst doesn't affect your attack roll but automatically consumes the amount of ammo listed under that weapon's Burst Ammo stat, which will rapidly deplete most magazines. Sure looks cool, though.

See the **Equipment section** on page 238 for an example of an attack with a burst weapon.

Unarmed & Improvised Fighting

Everyone can punch, slap, or use an improvised weapon to attack. An improvised weapon is one that's either not a weapon (like a beer bottle) or is a melee weapon that you don't have the appropriate Skill for. Unarmed and improvised attacks work very similarly to melee attacks, as follows:

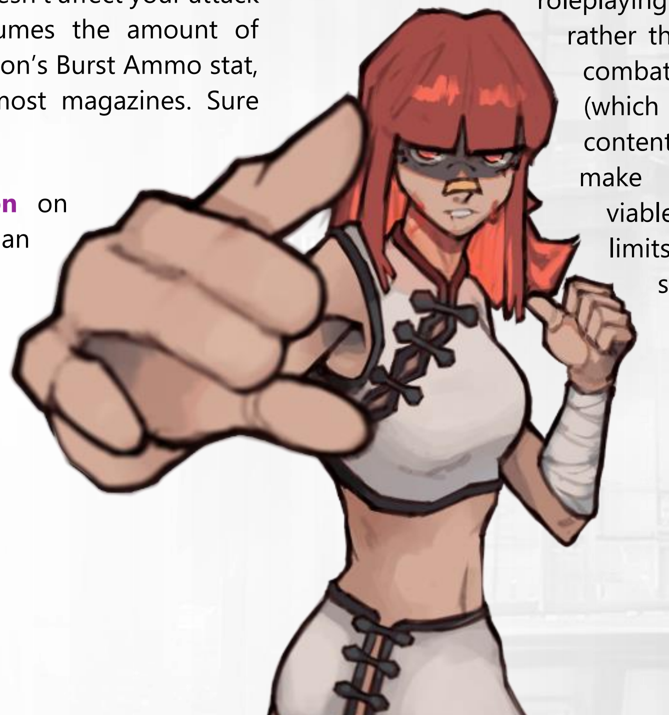
To attack, roll your **Power** + **Unarmed** against the target's **Defence** as your TN.

If you hit, roll Power at **Disadvantage** and add +1 for your unarmed attack damage. If your Skills or abilities grants you any dice (1d4, 1d6, etc.) for your Unarmed damage, you add that/those dice **instead** of adding +1 to this roll.

If you're wielding an improvised weapon, you instead add +1d4 Kinetic damage to the total.

There is no differentiation between fatal and non-fatal damage in NewEdo. A skilled bare-fist fighter can kill their opponent with a well-placed strike, but for this game's purposes, the lower efficacy of knuckles when compared to, say, a length of sharp steel is represented by the Disadvantage on unarmed damage rolls.

The Unarmed Skill greatly increases your ability to effectively fight bare-handed, and there are a number of Paths and Augmentations that further boost this ability. Martial arts have been left as a roleplaying facet of the game, rather than us trying to define combat results by each art (which would be hugely contentious). The aim is to make unarmed fighting a viable option within some limits, leaving the actual style of combat to your choosing.



HEALTH

Your character's ability to absorb damage is measured by their Health Pool (HP). HP is a Derived Trait that equals your **Heart** Trait rating x your **HP Modifier** (which starts at 1.5). HP has a max and a current value; the max number represents your total HP when you're well rested and haven't had your ass handed to you, and the current value tracks your HP as you play, accounting for any damage you receive. Keep track of both on your character sheet – your max HP should only change when your Heart Trait or your HP Modifier changes. Your current HP will change any time you take damage or heal.

Wounds

As your character suffers damage, their overall health moves down in tiers called **Wounds**. Each Wound level is calculated as a percentage of your maximum HP, rounded up to the nearest integer.

Wound tiers each come with a **Skill roll penalty** that's applied to every roll you make with a Skill (pretty much everything except damage rolls).

You're considered to be within a Wound tier if your Current HP is **equal to or less** than the tier amount. The Wound tiers are determined as follows:

Grazed at 90% HP has a -1 Skill penalty

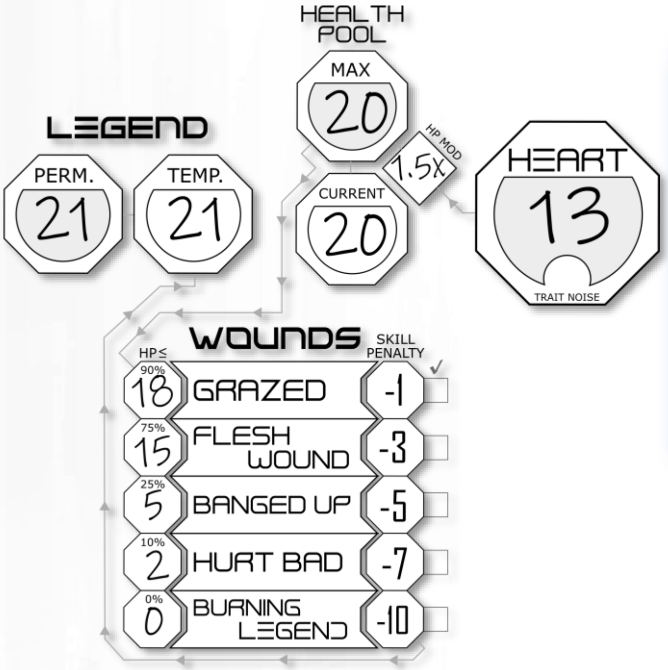
Flesh Wound at 75% HP has a -3 Skill penalty

Banged Up at 25% HP has a -5 Skill penalty

Hurt Bad at 10% HP has a -7 Skill penalty

Burning Legend at 0% HP has a -10 Skill penalty

In the character sheet excerpt in the next column, Fumiyo has 13 Heart and a HP Modifier of 1.5x, so her Max HP is 20 (13 x 1.5 rounded up). Her Wound tiers have also been calculated at 90% of 20 = 18, 75% of 20 = 15, etc. If Fumiyo took 6 points of damage, dropping her Current HP to 14, she would be considered to have a Flesh Wound and all her Skill rolls would be made at a penalty of -3. If her Current HP increased to 17, she would move up into the Grazed category and her Skill roll penalty would improve to -1.



The Skill penalties are *not* cumulative, so when you reach the Hurt Bad level, your Skill rolls are reduced by -7 (not -1 -3 -5 -7), for example.

You'll notice that when your character gets to 0 HP (Burning Legend) they don't automatically die; instead, they suffer a fairly crippling -10 to all their Skill rolls but aren't totally checked out yet...

Burning Legend

Once you reach 0 HP, you begin to lose **Temporary Legend** points for every subsequent point of damage that you suffer. Your Skill penalty remains at -10 until your HP increases to at least the Hurt Bad Wound level. In this way, your Temporary Legend pool acts a reserve of Health, so decisions to spend Temporary Legend on abilities will need to be balanced against keeping some in store for if (let's be honest: *when*) your HP gets decimated.

DEATH

If you reach 0 HP while you have 0 Temporary Legend, you die. It was probably an epic death. Congratulate yourself on a legendary life lived, then create a new character. There is no shame in death. The Wheel of Balance and Change keeps turning, and who knows what patterns may be woven with your thread of Fate?

HEALING & RECOVERY

You're probably going to get hurt, or at least the big friend you bring along to stand in front of you will. When you've taken some damage and your current HP is below your max, there are a few ways to recover that lost health. The easiest, if not always most convenient, solution is to take a Rest (see below). Alternately, the **Medicine** Skill, the **Biopharma Delux** Aug, some Rotes, and a few Path abilities offer the chance to heal on the go. You can also visit a Metro Health Services (MHS) hospital or clinic, though MHS automatically records the biometrics of all visitors and reports evidence of violent crime to the police.

Regardless of how you were damaged, or what type it was (Kinetic, Elemental, etc.), all healing affects you the same: by restoring your Current HP. There's no need to seek out specialty healing for burns or emotional trauma, for example.

If you're healed while Burning Legend, you don't regain Temporary Legend – you regain HP. Points of Legend that are lost to damage must be recovered like any other spent **Legend**.

Resting

The Rest is defined as a 6-hour time period where your character does nothing except recuperate. They must Rest at least once every 24 hours and can't rest more than once in that time period. If a character can't Rest, they start to accumulate levels of **Misery** (one per day). Apply some level of reason to when a character may rest; for example they can't just lay down in the middle of a gunfight.

Characters gain the following benefits during a Rest:

Heal damage at a rate determined by their **Rest Modifier**, which starts at 2.0x. During each Rest, damaged characters heal their Rest Modifier x 5 HP.
Overcome any **status effects** they may be suffering from.
Recover all used Temporary Legend.

Hospitals & Clinics

The Empire has a modern, functioning democracy with free universal healthcare. If you get shot in the gut and need help, you can call an ambulance and, assuming you're not in the middle of a firefight or locked in a basement, you'll be rushed to a nearby MHS hospital and healed – for free. Crazy, eh?

There are some downsides to this option. First off, MHS is taxpayer funded and doesn't always have the most modern facilities. Medical treatment takes time, generally a number of days equal to your Skill penalty when you arrived (7 days if you were Hurt Bad, for example). Second, MHS records the biometrics of every visitor and patient, keeping your information on file forever. They also report all evidence of violence to the police, along with your biometrics, which will land you on a police database. How much that bothers you is a personal consideration.

An alternate option is to use a private clinic. Clinics vary in quality, cleanliness, and technology but can usually restore you to full health within 24 hours. This expediency comes at a cost, which typically runs about ¥1,000 per point of Skill penalty (¥7,000 if you were Hurt Bad). Clinics keep data but don't automatically collect biometrics, and their discretion is more easily purchased when it comes to police involvement.

OTHER COMBAT SYSTEMS

The following pages cover the systems for doing things other than pure basic violence. These rules flesh out NewEdo's core mechanics but should only be used as much or little as your table enjoys crunch. If your table is content with the universal resolution mechanic of Trait + Skill versus TN, you can probably fit all of these into that framework, streamlining your adventures. NewEdo was designed to reward creative gameplay, and that can be accomplished with or without the particulars that follow.

Cover

Cover can only protect you from projectile and Thrown attacks, and there are only three options when considering Cover in NewEdo: none, half, or full. Melee and unarmed attacks aren't affected by cover. Taking cover is done as part of your **Move Action** and uses up 1m of your Move each time you enter or exit cover.

No Cover

Any cover (regardless of its source) that protects less than 30% of your body is considered to be no cover at all and grants no statistical effects.

Half Cover

If between 30% and 95% of your body is protected, you have half cover, and all ranged attacks against you are made at Disadvantage (if coming from within the vector of your cover).

Full Cover

If only 5% or less of your body is exposed, you're in full cover, and no ranged attack may target you (barring other extenuating abilities).

If you only peek an eye around a corner, you remain in full cover and don't become **Exposed**. If you notice a guard around a corner because his foot is sticking out, he's in half cover and you can target him at Disadvantage.

Grappling

If you attempt to grab or restrain someone, use the following rules:

Use a Full Action to roll **Power** + **Unarmed** with a TN equal to your target's **Defence**, establishing a grapple if you meet or exceed the TN.

When grappled, both your and your target's Move is reduced by the other's Power Ranks in metres, so if your Move is 5m and you grapple a target with Power 32 (3 Ranks), your move becomes 5m - 3m = 2m, and conversely their Move is reduced by your Power Ranks in metres. On each of your Turns, if either contestant uses any Move, both contestants are moved, maintaining the grapple.

If anyone's Move is reduced to 0m, they can't voluntarily move out of their current location on their Turn, though they're still moved if their opponent is able to drag them in the grapple.

While grappled, neither you nor your target may make any Full Actions other than those listed below, **unless** you're able to grapple with a Quick Action (in which case you're able to use your Full Actions as normal for other uses while in the grapple).

On subsequent Turns during the grapple, either combatant may use their Full Action to do damage to the other equal to their Unarmed Skill (rolled as Skill dice only). Note that this subsequent damage requires no attack roll but does take a Full Action.

On their Turn, your target may use a Full Action to attempt to break free of the grapple with a simple contested roll of Power + Unarmed versus your Power + Unarmed. If they succeed, they may make further Move and Quick Actions unrestricted.

continued over...

If either grappler attempts to shove their opponent, they must use a Full Action and roll Power + Unarmed versus the opponent's Power + Unarmed. On a success, the opponent is pushed the shover's Power Ranks in metres away from the shover in the direction of their choosing. Your opponent may not only attempt to break free of the grapple but may also attempt to shove you in the process. If they succeed on the roll, you're shoved your opponent's Power Ranks in metres away from them.

While grappled, both entities involved may be attacked with Advantage in melee combat, while any ranged attacks against either entity are at Disadvantage. Anyone involved in a grapple isn't considered Exposed to anyone.

While grappling, you may not take any actions that require both hands other than grappling, including using a two-handed weapon or taking extra attacks as part of the **Two-Weapon Fighting** ability.

Example: Hanoki is attempting to restrain (grapple) Qesh. Hanoki's Power is 34 and he has Unarmed 4/6. Qesh has Power 28, no Unarmed Skill, and Defence 19. To attempt the grapple, Hanoki rolls Power + Unarmed versus Qesh's Defence as a TN – he rolls 3d10 + 1d4 +1d6 and gets 23, a success. Both combatants are now considered grappled and their Move is reduced by the other's Power Ranks; Qesh's Move of 5m is reduced by 3m (Hanoki's Rank in Power is 3) and Hanoki's Move of 6m is reduced by 2m (Qesh's Power Rank of 2).

In the next Round, Qesh can move a maximum of 2m, and then he tries to break free of the grapple. The two combatants make a contested Power + Unarmed roll: Qesh rolls 14 and Hanoki rolls 31, so Qesh doesn't break free. The attempt to break free uses up Qesh's Full Action for the Round. Hanoki goes next and decides to break some of Qesh's ribs. Since they're already grappled, either combatant can do damage to the other as a Full Action with no attack roll, using their Unarmed Skill for damage. Hanoki uses his Full Action to crush Qesh, rolling his Unarmed (1d4 + 1d6) and gets a 7. Qesh's ribs crack and Hanoki laughs.

KIKUCHI MEDIA INC. ●●●●

Legendary wrestler Sohato is now in favour of allowing augmented fighters in NewEdo's glamorous Ring Fighters' League. Although they aren't augmented, Sohato was recently quoted as saying "only *[censored]* are afraid of chrome." While their sobriety at the time of quotation may be in question, Sohato has stood by their statement. And although theatrical wrestling isn't a sport represented at the Grand National Tournament, the public's response to this debate will undoubtedly have an impact on the question facing that more distinguished competition.

ECTION OF A NEW IMPERIAL POET, THE COURT OF THE MOON IS SEEKIN

Stealth

Anyone can try to be sneaky, though you require the **Stealth** Skill to gain any proficiency at it. To make an attempt at Stealth, there must be some reasonable chance of you not being seen: darkness, fog, a distraction, someone or something blocking site of you. You don't necessarily need to know where your (potential) observers are to attempt Stealth, but if you're able to scout out all observers (guards, cameras, etc.) prior to or during your Stealth attempt, you gain Advantage on subsequent Stealth rolls.

Stealth is rolled as an **opposed contest**, where the entity attempting Stealth uses a Full Action and rolls Reflex + Stealth. Passive observers may make a free action to roll their Perception (Trait only, no Skills) to determine if they accidentally notice the sneak. If observers are actively searching for perps, they must use their Quick Action as an Interrupt to make either a Perception + Survival or Perception + Investigation roll (their choice), reflecting the nature of their search (intuitive and natural via Survival, or deductive and technological via Investigation). The storyteller doesn't need to reveal the rolls of any observers, as a character attempting Stealth doesn't really know how successful they're being.

While in Stealth, you may only move at half your Move speed and must end your turn obscured or hidden in some way, or you immediately lose Stealth. If you dash across an open space while in Stealth, you may become **Exposed** if any observers catch sight of you.

Two-Weapon Fighting

You've got two hands – why not put a weapon in both or just swing both fists, right? Two-weapon fighting, whether unarmed, melee, or ranged, requires a certain amount of skill. Characters begin with no inherent ability to effectively fight with two weapons. You may wield two weapons and look like a gangster, but you don't start with any more attacks than someone holding one weapon. You can hold two weapons and fire them both, but you still only get one attack roll unless you have a Skill or ability that gives you some level of **Two-Weapon Fighting** (TWF).

Various Skills and Paths grant a level of TWF (for example, **Light Melee 3**), and each Skill, Path, etc. that grants you a level of TWF is cumulative. The first time you get a level of TWF, you have TWF 1; the second time, you move to TWF 2, etc. No matter the source, the following table shows the effects of each level of TWF. The extra attacks from TWF are only available if you're wielding a weapon in each hand; you can't TWF with sniper rifles, for example. The effects of **TWF levels are cumulative** – you get to add the next level's effects to your previous abilities – and the non-attack benefits apply regardless of whether you're fighting or not.

Two-Weapon Fighting Bonuses	
TWF 1	Your **Defence** increases by 3. You may reload a weapon as part of your Move instead of using a Quick Action. Each reload costs you 1m of movement.
TWF 2	When you use your Full Action to attack unarmed or with a weapon held in one hand, you may also attack with a weapon held in the other hand (or unarmed), but both attack rolls have **Disadvantage**. You only get one bonus TWF attack per Round, regardless of how many attacks you get as part of your Full Action.
TWF 3	Add +1% to the Critical line on your FC.
TWF 4	You no longer suffer Disadvantage to attacks caused by wielding two weapons.
TWF 5	**Finish Them** (10 Legend, no action) – if you successfully hit one target with two attacks in the same Turn, you may use Finish Them to gain one extra free attack that Turn, requiring no actions. Your Defence Trait and **Initiative** are both increased by 3.

If you gain levels of TWF but don't need or want to use two weapons, you still gain the non-attack bonuses described above (to Defence, reloading, etc.). In addition, when you successfully attack with your one weapon, you add +[TWF Rank] to the damage roll for that weapon.

Duelling

Nothing says samurai adventure like two badasses staring each other down on a bridge in the snow at midnight. Regardless of the setting, a duel is entirely different than just two fighters attempting to kill each other; it's a test of will, self-control, perception, and skill mastery.

There are no rules about when to enter a duel. No one is obliged to follow the forms and traditions of duelling, and if one combatant thinks they're duelling but the other doesn't, chances are good that the former will end up dead pretty quick. Duels remain a popular means of settling grievances in NewEdo, especially among more traditional citizens. There are cues that indicate that a duel may be on the table if the opponents are amenable – everything from overtly thumbing a sword in its sheath to subtle shifts in stance or footing. Similarly, verbal sparring may lead to wonton violence or be an invitation to a more civil form of attempted murder.

Regardless of why it starts, how it's fought, or who finishes it, the following systems are used to determine the outcome of a duel:

Stage 1: Bravado

Either of the combatants may spend a moment to declare their various victories and coups, touting their own Legend. In effect, players (or the storyteller) take turns telling their opponent one character statistic: Defence, Power, their Light Melee Skills rating, etc. Revealing these details is optional.

This stage can end in one of two ways: either the combatants get sick of talk and settle into the duel, or one combatant realizes they're outmatched and forfeits before it even begins.

If your opponent forfeits, it's determined that no duel was fought. The forfeiter is able to honourably withdraw, and the victor gains 1 point of **Permanent Legend**.

Stage 2: Assessment

Neither character may **Roll their Fate** during Stage 2. Fates are only rolled during Stage 3.

The fighters both roll their Perception + Meditation at the same time, assessing their opponent while focusing their will for the fight.

The character with the higher roll gets a **Duel Bonus** equal to their roll minus their opponent's roll.

The character with the higher roll decides if they want to move to the next Stage, which is the attack. If so, the duel proceeds to Stage 3

If that character chooses not to proceed, the second combatant then has the chance to declare if they wish to move to attack (Stage 3).

If neither opponent attacks, then the Perception + Meditation roll is made again. Once again, the character with the higher roll gets a **Duel Bonus** equal to their roll minus their opponent's roll. Duel Bonuses are cumulative, so it's possible that the first combatant may increase their Bonus, or if the second combatant rolls higher, then both combatants may now have a Duel Bonus.

After the roll, it's determined who has the higher Duel Bonus. That character then decides if they'd like to attack (go to Stage 3). If they choose not to, once again the second combatant may choose to attack.

This process repeats itself until someone declares their attack.

If anyone survives a duel, both participants are likely to earn some Legend, depending on what the characters' Legends are based on and how epic the fight was. The loser may, at best, recover some Temporary Legend, but the victor will gain at least 2 points of Permanent Legend.

Stage 3: The First Cut

Both combatants must declare how much of their Duel Bonus they'll add to their first attack. The balance (if any) will be added to their damage roll, assuming they get that far. This is declared prior to rolling their Fates.

Both combatants **Roll their Fate** and resolve any applicable Fate lines, though any Fates that grant extra actions don't resolve until Stage 3 of the duel is complete. If both combatants roll a Critical, then both do damage simultaneously, which may result in a draw (or mutual death).

Characters then roll Reflex + the appropriate martial Skill at the same time, adding any Duel Bonus that was previously declared.

This roll determines who acts first and also functions as the attack roll for the first attack of the duel (with some or all of the Duel Bonus added as noted above). The TN to hit's determined as usual based on the weapon used.

If the first attack hits, any unspent Duel Bonus points may be added to the attack's damage.

If the opponent survives this attack, and the duel isn't to first blood, then the opponent's Reflex + Skill roll (made at the start of Stage 3) is used to determine if they also hit.

If the second attacker has any remaining Duel Bonus points and successfully lands an attack, then those points may be added to the damage roll.

The damage done by any successful attack is rolled as usual for the weapon being used, with any remaining Duel Bonus applied if available.

Stage 4: Conclusion

If the duel was to first blood, then it's over as soon as one combatant lands a successful hit. But if the duel is to the death then, assuming both combatants survive Stage 3, the duel continues with normal combat rules after the first attacks are made.

Example: *Danger Mike and Saphi stare each other down outside the famous Six Sides Sushi, daring one another to back down.*

Moving to Stage 2, both players roll their character's Perception + Meditation. Danger Mike rolls 2d10 + 1d8 and gets 13, while Saphi rolls 2d10 + 2d6 + 1d12 and gets 24, giving her a **Duel Bonus** of (24 - 13) = 11. Saphi, an experienced duellist, waits patiently. Danger Mike, now a little scared, decides not to attack yet. Both characters roll again, this time with Danger Mike getting a strong 19 while Saphi gets a 17, giving Danger Mike a Duel Bonus of (19 - 17) = 2. Impatient, he moves to draw his katana.

In Stage 3, both players first declare how they'll use their Duel Bonus. Danger Mike will add his +2 to his Reflex + Skill roll. Saphi will divide hers, adding +5 to the attack roll and the remaining +6 to damage if she hits. Both characters roll their Fate and get no special result, then roll Reflex + Skill. Danger Mike rolls 3d10 + 2d8 (Light Melee, for his katana) and gets 24, then adds his +2 for a total of 26. Saphi rolls 3d10 + 2d6 + 2d12 (Light Melee, using her wakizashi) and gets 35 before adding her +5 bonus for a total of 40. Danger Mike moves first but Saphi strikes first.

Danger Mike's Defence Trait's 22, so Saphi's roll of 40 is a hit. She rolls damage of Power 3d10 + 1d6 (for her wakizashi) and gets 21, then adds the +6 remaining Duel Bonus for a total of 27 Kinetic damage.

Danger Mike twitches to draw his katana but Saphi stabs her dagger through Mike's wrist and into his hip, pinning his arm and severely wounding him. He yelps in pain and falls to the ground as Saphi returns to her lunch to the sound of clicking phone cameras.

Squad Morale

Any one character might be a tough guy on their own, but in a well-assembled squad, everyone is far more effective. Various Fates and Path-based abilities create those interconnections via game mechanics, but the Squad Morale framework has been introduced to provide players with an elective system that puts control directly in their hands.

Squad Morale revolves around two opposing concepts that are structured as status effects: **Amped Up** and **Demoralized**.

A team can't be both Amped Up and Demoralized. If one effect is active and the other becomes applied, both are cancelled out – the team is neither Amped Up nor Demoralized. If you're overtaken by a tactical strike and your team becomes Demoralized, a rally call from one of your teammates can negate the squad's morale problem. A second call would be necessary to apply the Amped Up effect.

Amped Up

When your squad is Amped Up, everyone is tuned into the scene, geared up and itching to go. Any character that's Amped up gains an automatic refresh of +2 Temporary Legend at the start of their Turn and has their Wound penalties reduced by 1. These characters are ready for action, juiced with free Legend to power additional abilities and are able to shrug off a few scratches.

Demoralized

A Demoralized squad has had the rug pulled out from under them. They suffer from a -5 to both Initiative and Resolve, leaving them slower to react and more open to negative psychological effects. Worse, they can no longer take Quick Action Interrupt attacks versus **Exposed** targets, effectively handing control of the battlefield over to the enemy. Demoralized characters are shell-shocked or depressed, and if they don't snap out of it, the fight will be over quickly.

Squad Morale Systems

Good leadership is just as necessary to juice up a team as it is to pull one out of a slump or overawe an enemy squad. Leadership can be applied in different ways, using these mechanics:

Tactics

Tactics are calculating, not passionate. A tactical leader plans an engagement in advance, giving the squad specific direction on how best to take down an enemy. Tactics are used before a fight, with best-laid plans aiming to Demoralize the opposing squad as soon as the conflict begins. The **Tactics** Skill is nearly impossible to use in this way once a battle has begun (subject to discretion), but a good leader has more than enough time to prepare his team before the bloodshed begins.

Tactics uses an opposed contest, where the leaders of both squads roll Savvy + Tactics, adding +1d10 for every active teammate (numbers count!). The losing squad starts the battle **Demoralized**.

If only one squad is rolling Tactics, then instead it's a basic contest of the leader's Savvy + Tactics versus a TN equal to (3 times the number of enemy combatants). If the roll succeeds, the enemy is Demoralized.

Rally

Any character with the **Rally** Skill can use a Full Action to attempt to apply the Amped Up status to their squad, at any point. Say or do something stirring, wave a flag, fire off a few rounds, beat your chest – these passionate, emotional appeals can successfully rev up a team.

Roll Heart + Rally and add an additional 1d10 for every squad member who chips in to the spirited call. The TN is equal to the number of known or visible enemies, times 8. If the roll is successful, the squad becomes Amped Up and stays that way (assuming they engage in combat in the next few minutes; no one can stay Amped Up for long outside of an active engagement).

The following triggers will remove the Amped Up condition from a squad:

- Any member dropping to zero HP.
- Any member becoming Intimidated or **Afraid**.
- A successful Demoralize attempt by an opposing squad (note that an Amped Up squad simply loses their Amped Up status rather than becoming Demoralized – the effects cancel each other out).

Breathing & Gaseous Weapons

Outside of combat, a character can hold their breath for a maximum of 30 seconds per Rank in their Heart Trait. During combat, the longest a character can hold their breath is one Round, beyond which they have to use a Quick Action to roll Heart + Survival roll against a TN equal to 6 times the number of Rounds they've held their breath. Beyond these limits, if your character is prevented from breathing, they take 1d10 Biological damage per Round (every 6 seconds).

Climbing & Swimming

Assuming that there are sufficient handholds, ropes, or rungs, your character can climb at a speed equal to half their Move speed. Similarly, assuming there's no violent current or undertow, a character can swim at half their Move speed.

If the environment is less favourable, the storyteller will set a difficulty TN against which your character must roll Power (or another suitable Trait) + Athletics to determine their success.

Extreme Heat (Fire), Cold, Acid Exposure, Electrical etc.

At the storyteller's discretion based on bodily area affected, characters should take 1d10 Elemental damage per Round of exposure to extreme elements.

Falling

Characters take 2d6 Kinetic damage per 3 metres of distance fallen.

Lift & Carry

Most characters start with a **Lift Modifier** of 3.0x. You may lift and carry up to your Lift Modifier times your **Power** in kilograms without affecting your Move Speed. Your Lift Modifier can be changed as you develop your character. Stooping to lift or pick up anything uses a Quick Action.

Example: Kanesu has a Lift Modifier of 3.0x and Power 20, so he can carry up to (3.0 x 20) = 60 kg without needing to slow down.

The maximum you can dead-lift, without being able to move, is 1.5x your normal weight limit.

Example: Kanesu needs to lift a crashed drone off his friend. The absolute maximum he can lift without being able to move is 1.5 x 60 = 90kg.

Other than circumstances where it's in question if a character could feasibly lift something, NewEdo doesn't use any encumbrance rules. Try to apply reason and take your character's context into consideration when planning your inventory.

Jumping

You can jump a horizontal distance equal to a roll of Power + Athletics divided by 6, in metres. This assumes you're able to get a running start. Jumping uses a Quick Action.

Example: Qesh is trying to leap across a gap between buildings. He has Power 22 and Athletics 4/6, so he rolls 2d10 + 1d4 + 1d6 and gets a total of 18. 18 divided by 6 = 3, so Qesh jumps a maximum of 3m.

Vertical jumps are much harder; you can only jump straight up a distance equal to a Power + Athletics roll divided by 12, in metres.

Example: The rope dangling from the helicopter is 2m above Tobolu; he has Power 28 and Athletics 8/8/6, so rolls 2d10 + 2d8 + 1d6 and gets a 22. 22 divided by 12 = 1.8m, which rounds up to 2m. Tobolu makes a desperate leap and grabs the rope.

Status Effects

Status effects are conditions that may be applied to your character (or preferably to some other sucker) and which last until they're either cured or healed or they expire. The duration of most of these conditions is tied to whatever applied them in the first place, often determined by the aptitude of the person who did the applying. Many effects have short durations, but a few may linger unpleasantly, like in-laws around the holidays.

Afraid

Anyone who's Afraid can't willingly move closer to the person/thing they're Afraid of, and all Skill rolls are made at **Disadvantage** while they can see the object of their fear.

Amped Up

An entity that's Amped Up automatically regenerates 2 Temporary Legend at the start of their Turn and has the **Skill penalties** associated with Wound levels reduced by 1 point.

Bleeding

You have a vicious wound that continues to cause damage over time as you bleed. This damage (which may vary depending on the source) continues until you receive healing or medical attention of any type. This effect can't stack.

Blinded

You can't see anything. You can't make ranged attacks, and your melee and unarmed attacks are made at Disadvantage.

Burning

A Burning character takes 3 Elemental damage per Turn, at the start of their Turn. They or an ally may use a Full Action to put out the fire, or scrape off the ice or acid, to remove the Burning status.

Demoralized

A Demoralized character can't take any Quick Action Interrupt attacks against **Exposed** enemies, and their **Resolve** and **Initiative** are decreased by 5. Note that the modifying effect on Initiative can't grant you a second Turn during a Round.

Enthralled

An Enthralled target won't act against the being they are Enthralled by unless their safety depends on it. They typically won't work against their allies but they may abandon them or try to convince them to join their Enthraller. Enthraller is a word, look it up.

Grounded

A character lying on the ground, whether intentionally or not, is considered Grounded. The following rules apply when someone is Grounded:

Melee attacks against a Grounded character are made at Advantage.

Projectile and Thrown attacks against a Grounded character are made at Disadvantage.

A Grounded character's Move speed is halved.

A Grounded character may **Take Aim** but may use no other Move actions or cover any distance if they do so.

You can get up from being Grounded using either a Quick or a Full Action.

Immobilized

Your Move is reduced to zero and you can't Take Aim.

Misery

Your Skill rolls (including attacks), damage rolls, Defence, and Resolve are all reduced by 2 for each level of Misery that you're suffering from. Getting a **Rest** cures all levels of Misery that you may have accumulated. Misery can stack.

Poisoned

Your Move is halved, your **Rest Modifier** is reduced to zero, and you can only make one of either your Quick or Full Action each Turn. A Poisoned **NPC** has their number of Actions reduced by one.

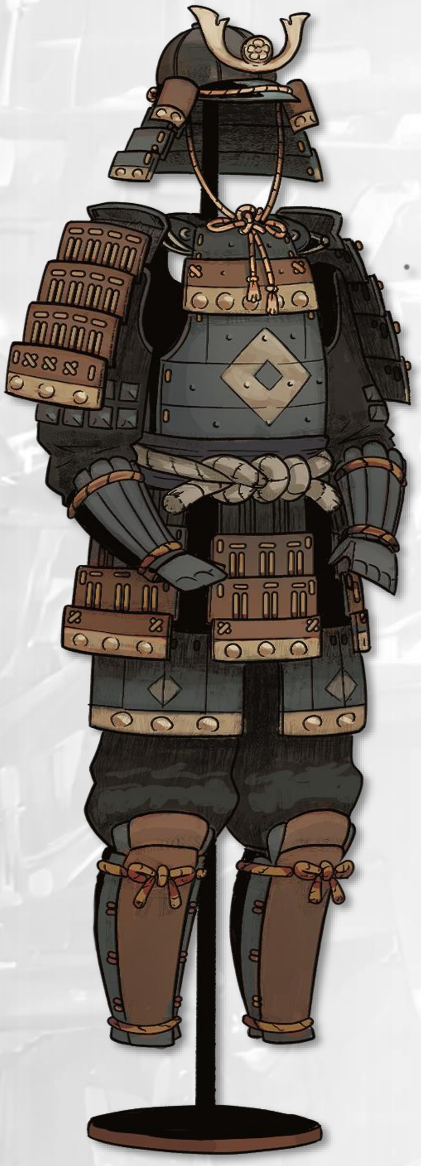
Silenced

You can't speak or make any other vocal noises.

13: EQUIPMENT & VEHICLES

Many, many of us have an emotional attachment to our equipment, one that borders on the morally questionable. I once had a throwing axe that I kept under my pillow, for luck and for love.

Anyway, with that wholly natural obsession noted, the following rules for your gear and equipment in NewEdo may be used as much or little as your table enjoys. Weapon experience, special abilities, and upgrades may be important to your group, or you may just need to know an item's base damage or Soak and otherwise not care about details. These systems provide for out-of-scene depth to your gear, but once the effects are noted on your character sheet, nothing in here bogs down play when the action starts.



Starting Equipment

Your **Path** and your **Wealth** Background will dictate how much and what quality of gear you'll start out with. You start with cash equal to a Wealth roll (1d10 per Rank in the Background) x ¥100.

The Path descriptions each include a note on starting equipment, and all of them grant at least one weapon. That weapon (and any other items) will be described only by its Quality rating (see below), so you'll be able to choose any weapon from the following lists as long as you stick to the right Quality. If your Path grants you a Quality 2 weapon, you can flip to the tables starting on page 237 and choose one that suits your style, and ideally suits the Skills you're going to have or have already taken. As described below, every weapon requires a certain Skill to use – pistols use **Small Arms** and a naginata requires **Heavy Melee**, for example – and if you don't have the right Skill for that weapon, you don't get to add any Skill dice to attacks with that weapon. That doesn't mean you can't use a weapon you're not Skilled with; rather, you only roll the appropriate Trait, but no Skills, in your attack dice pool.

If you decide to take a weapon with a lower Base Quality than your Path grants, you may increase that weapon's Quality to whatever tier your Path allows. This doesn't change the statistics of your weapon but it does make room for more modification of that weapon in the future. If you lose that weapon, any future versions you pick up don't automatically gain this boost to Quality.

With your Path weapon selection made, now you need to know how well you're dressed and what else you've got in your kit. NewEdo doesn't include an extensive list of clothing, jewellery, or other superficial items, and it's assumed that you can dress your character however you want, possibly only limited by your Wealth Background – an extensive gold chain collection would be out of reach for someone with Wealth Rank 1, for example.

There's a **table** showing the cost of common goods and services in NewEdo on page 241.

At character creation, you start the game with an amount of cash determined by rolling your Wealth (your Background Rank, in d10s) and multiplying the result by ¥100. You can use that cash to purchase equipment from the following pages, including gear, additional weapons, armour and even possibly vehicles – if you roll well. Note that a few items are listed with "n/a" in the cost column, meaning that they can't be bought in stores.

Equipment Logistics

NewEdo is well stocked. The Empire has technically been in a state of internal peace for nearly two centuries but is almost never lacking a foreign skirmish or border threat to rally around. Capitalism and an influential military-industrial complex ensure that new and better gear is brought to market every year.

That being said, guns are illegal in the Empire. A citizen may carry any number of melee weapons, but the possession of a firearm can land you in trouble. See page 34 for more details on the legal situation surrounding **gun ownership**, but as you consider your equipment purchases, keep in mind that most projectile weapons can call down unwanted police attention. That doesn't stop anyone who's determined to go packing, but openly carrying or brandishing (or, y'know, firing) a gun will sooner or later turn up the heat.

Other than guns and explosives, most of the equipment in this chapter can be found in shops throughout the city. A modern electronics vendor is unlikely to have a kanabo for sale, and the famous **blacksmith of Calico** will be insulted if you attempt to purchase a drone from him, so use some sense when looking for gear. Otherwise, unless restricted by the storyteller, anything with a price can be purchased if you've got the cash.

KIKUCHI MEDIA INC. ●●●●

NewEdo's most infamously incompetent gunrunner, Itachi Daitan, was arrested again today in Glittertown. Despite dozens of arrests, Daitan has so far avoided prosecution. His association with the Yunyosha Syndicate may play a role in his judicial fortunes.

THA ¥417 (-2.2%) NKY ¥2,081 (5.5%) OUK ¥847 (2.9%) SBA ¥1,197

Arms Dealers

Just because guns are illegal doesn't mean you can't get them. In most modern districts of NewEdo, there's a colourful character willing to sell you firearms, ammunition, and possibly even explosives. These items have a price that reflects their legality, and you'll need a way to get in touch with the black market. This may be accomplished via one of your **Backgrounds** or through an adventure that plays out at your table. Either way, guns are meant to be restricted in NewEdo – but not absent from the narrative.

Ammunition should be tracked for the purpose of ensuring you have enough to finish a scene but is otherwise ignored in the game. Note how much you're carrying on your character sheet, keeping in mind what kind of clothes you're wearing. A sexy red dress doesn't make it easy to stash extra mags.

Carrying, Drawing, Stowing

Many citizens carry a blade, ostensibly for self-defence (despite the city's low crime rate) but more realistically for fashion; a well-crafted blade is a stylish accoutrement. Samurai and those who consider themselves warriors may carry a sword and wakizashi. Larger melee weapons are as legal as a fish knife, but it's highly uncommon to see someone strolling through **Riverside** with a naginata or other bulky instrument of death.

You need to use a Quick Action to **draw or ready** your weapon if you want to use it to hurt someone. If you're able to attack with a Quick Action for any reason, you may use the same Quick Action to draw your weapon and attack in the same Round. Reloading a weapon also uses a Quick Action, but one that can't be shared with an attack for any reason.

When you need to stash your weapon – say if NEOSAMA shows up and threatens to slag the block – you've got two choices: you can either drop it to the ground as a free action, or stow/sheath it as a Quick Action or using 1m of your Move. If you're put in a spot where you need to empty your hands and have neither a Quick Action nor any Move left, your only option is to drop your weapon.

Equipment Statistics

Quality

All weapons and equipment have a Quality rating, ranging from 1 (junk) to 10 (divine). This rating is most important for your weapons and armour, as it defines how many modifiers they may eventually have – modifiers being desirable things like +1 to your attack roll, or +3 to damage.

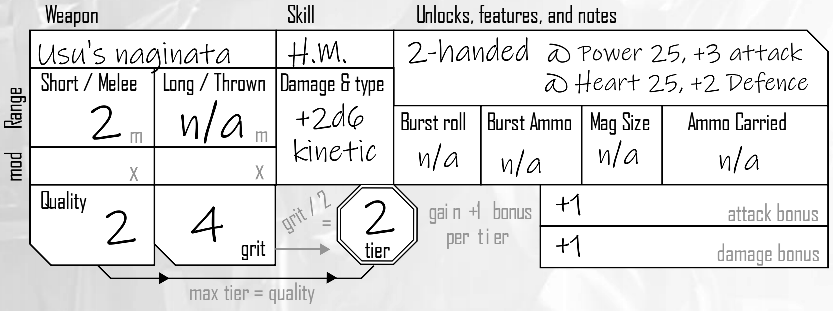
A piece of equipment's Quality will affect its cost to purchase (if it's available at all), as well as its rarity in NewEdo. A burner cell phone would be Quality 1, a military weapon may be Quality 3 or 4, and a daimyo's 1,000-year-old katana may be Quality 8 or higher.

Unlocks

Weapons with higher Quality tend to have **Unlocks**, which reflect subtleties of the weapon that demand better understanding by the user. The Unlocks trait describes certain triggers that grant you bonuses with the weapon – usually as defined by your Trait scores or Path Ranks. Once you achieve the necessary score or Rank, you unlock the listed abilities.

Unlocks are listed in a general order of difficulty to obtain, but your character can benefit from any Unlock without having the others, regardless of the order they're listed in. The bonuses of Unlocks are cumulative, so the more you obtain, the better your character will be with the weapon.

You gain the benefit of any unlocked Unlocks as long as you're effectively wielding the weapon – you must be holding a 2-Handed weapon in both hands, for example. You don't need to be actively attacking with a weapon to gain its Unlocks as long as you're wielding it effectively.



Weapon: Usu's naginata
Skill: H.M.
Unlocks, features, and notes: 2-handed @ Power 25, +3 attack @ Heart 25, +2 Defence
Range – Short / Melee: 2 m
Range – Long / Thrown: n/a m
mod: x
mod: x
Damage & type: +2d6 kinetic
Burst roll: n/a
Burst Ammo: n/a
Mag Size: n/a
Ammo Carried: n/a
Quality: 2
grit: 4
grit / 2 = tier: 2
gain +1 bonus per tier
attack bonus: +1
damage bonus: +1
max tier = quality

Weapon Experience: "Grit"

As your character uses their weapons, they'll develop proficiency with those tools. This is reflected by a weapon's "experience", known as its Grit. Weapon Grit can be interpreted as both your character's increasing familiarity with their weapons and their personal hacks to improve the functionality of those weapons.

A weapon can gain a maximum of **one Grit per game session**, and the weapon must be actively used during the session. You don't have to kill anyone with it, but you do have to use it with intent. A weapon's Grit level is called its Tier, which simply equals its Grit divided by 2. Every weapon starts at Tier 0 and has a maximum Tier equal to its Quality rating, reflecting the fact that no matter how much time you spend with a piece of shit, it'll still mostly be a piece of shit.

Finally, every time a weapon gains a Tier, you get to apply a +1 bonus to either its attack or damage roll, your choice. These are bonuses to rolls, not an extra attack, just to be clear.

Weapon Grit and Tiers are specific to the character. If you ever sell or trade your weapon, it loses all Grit and Tiers. A new user will find their own way to get familiar with it, and probably discard your mods as junk.

So, using a weapon grants it Grit; Grit is converted to Tiers; and Tiers equal the number of bonuses you may apply to a weapon as your character gets better with its use. Below is an excerpt from the character sheet demonstrating a weapon with some Grit, which may help understand this process.

Example: Usu has put some loving time in with her weapon, and it has earned 4 Grit, which makes it a Tier 2 weapon. Since this naginata is a Quality 2 weapon, it can't gain any more Tiers. Usu has assigned a +1 to each of her attack and damage rolls with those Tiers, representing her proficiency with this specific weapon.

MELEE WEAPONS

From katanas to brass knuckles to a convenient length of lead pipe, these weapons require at least some amount of physical conditioning to use properly. Attack and damage rolls with these weapons use your character's **Power** dice pool.

Melee and unarmed weapons share some or all of the following Traits. These are shown on the weapon summary table on page 237 and are also the Equipment section of your character sheet.

Quality: the quality of construction of the weapon, rated in integers from 1 (junk) to 10 (legendary).

Base Price: the yen ¥ cost to purchase an item with cash on hand. Note that this price and the Cost TN (below) refer to the lowest Quality option for the item.

Cost TN: the TN you must roll with your **Wealth** Background if you want to assume you can afford the item without having to spend your available cash. Items that cost more than ¥5,000 typically can't be rolled for; you'll have to actually have the cash.

Damage: what dice you roll to hurt your target if you successfully hit them. In most instances, your Power (in Ranks) will be added to this roll. See page 219 for details on **melee damage**.

Melee Range: the farthest distance you may be from your target in metres and still hit them with a melee attack. Larger and chained weapons may have a Melee Range of 2m or even 3m, meaning they may strike targets who aren't immediately adjacent to you.

As soon as someone attempts to move out of your melee range, they become **Exposed** to you (before they leave your range).

Thrown Range: if this weapon can be thrown or slung, this trait indicates the maximum range in metres. The reference to Power is your actual Trait, not a rolled result. Melee weapons don't have a Short and Long range; rather, they have normal efficacy up to their Range, but anything farther and they're useless

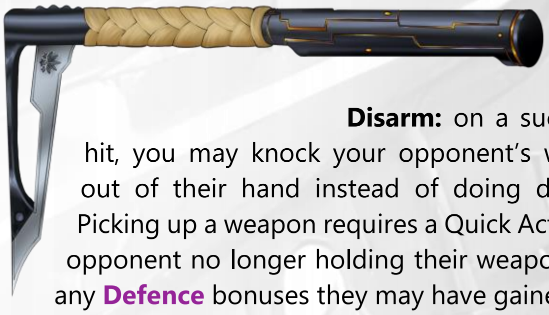
Special Features

Melee and unarmed weapons may have one or more of the following additional features. These include a weapon's standard features as well as those that require an Unlock.

2-Handed: your character must use two hands to wield this weapon effectively.

Bind: when you hit with these weapons, you may choose to forego your damage roll and instead initiate a **grapple** under your control.

Conceal: your character may attempt to conceal this weapon in their clothes or equipment using a **Sleight of Hand** Skill roll.



Disarm: on a successful hit, you may knock your opponent's weapon out of their hand instead of doing damage. Picking up a weapon requires a Quick Action. An opponent no longer holding their weapon loses any **Defence** bonuses they may have gained from its Unlocks.

Thrown: these weapons may be used in melee combat (with the appropriate melee Skill) or thrown (with the **Thrown** Skill).

Example: Sujohi's melee attacks with her spear are rolled at Power + Heavy Melee, but once she decides to throw the spear, she uses Power + Thrown. In both cases, her Target Number is her opponent's Defence Trait. The farthest she can throw her spear is her Power Trait (22) divided by 2, or 11m.

Trip: a weapon with the Trip feature can be used to impose the **Grounded** condition on your target. If you successfully hit with one of these weapons, you may forego your damage roll to trigger this effect.

Melee Weapons							
Weapon	Min. Qual.	Base Price	Cost TN	Damage	Melee Range	Thrown Range	Features & Unlocks
Thrown & Unarmed Skill Weapons							
Brass Knuckles[1]	1	50	3	+1d4	1m	-	Conceal
Kunai	1	75	3	+2	1m	Power/3	Conceal, Thrown, @ Power 20 +1 Attack
Shuriken (thrown only)	1	50	3	+1	-	Power/3	Conceal, Thrown, @ Perception 20 +1 Attack, @ Perception 30 +2 Attack
Tekko Kagi[1]	1	150	5	+1d4	1m	-	Conceal, @ Reflex 30 +2 Defence
Light Melee Skill Weapons							
Baseball Bat	1	15	2	+1d8	1m	-	2-Handed
Bo Staff	1	100	4	+2d4	2m	-	2-Handed, @ Reflex 30, Trip
Jutte	1	50	3	+1d4	1m	-	@ Reflex 25, +1 Defence, @ Savvy 30 Bind
Kama	1	20	2	+1d4	1m	-	@ Reflex 30 Trip
Nunchaku	1	75	3	+1d4	1m	-	Conceal, @ Reflex 25 +1 Attack, @ Perception 30 Disarm
Sai	1	75	3	+1d4	1m	Power/4	Conceal, Thrown, @ Reflex 30 Disarm
Small Knife	1	20	2	+1d4	1m	Power/3	Conceal, Thrown
Tonfa	1	50	3	+1d4	1m	-	@ Heart 20 +1 Defence, @ Heart 30 +2 Defence, @ Power 30 Bind
Chokuto	2	650	12	+1d8	1m	-	@ Reflex 25 +2 Damage
Kusarigama	2	500	10	+1d4	3m	-	2-Handed, @ Reflex 25 Trip
Wakizashi	2	800	13	+1d6	1m	-	@ Perception 25, +1 Damage
Tessen	2	400	9	+2	1m	-	Conceal, @ Savvy 20 +1 Defence @ Presence 25 +2 to all Tactics and Rally rolls
Katana	3	1,000	15	+1d8	1m	-	2-Handed, @ Reflex 25 +2 Attack, @ Power 20 +2 Defence, @ **Musashika** Rank 1 use one-handed
Heavy Melee Skill Weapons							
Fire Axe	1	75	3	+2d6	1m	Power/3	2-Handed, Thrown
Kanabo	1	250	5	+1d8	1m	-	2-Handed, @ Power 30 +1d8 Damage, @ Heart 25 +3 Defence
Ono	1	200	5	+1d8	2m	-	2-Handed, @ Power 30 +1d8 Damage, @ Power 35 +3 Damage
Yari / Spear	1	125	5	+1d8	2m	Power/2	2-Handed, Thrown, @ Power 25 +1 Defence, @ Reflex 25 +2 Defence @ Heart 30 +3 Defence
Naginata	2	900	14	+2d6	2m	-	2-Handed, @ Power 25 +3 Attack @ Heart 25 +2 Defence
Otsuchi	2	500	10	+1d6	2m	-	2-Handed, @ Power 35 +2d6 Damage @ Reflex 20 Trip
Nodachi	3	1,200	15	+2d6	2m	-	2-Handed, @ Power 30 +4 Damage @ Heart 25 Disarm

1. These weapons are used with the **Unarmed Skill** and add to any **Unarmed damage** (see page 220).

Grenades							
Grenade Type	Min. Qual.	Base Price	Cost TN	Damage	Blast Radius	Thrown Range	Description
Frag	2	n/a	n/a	3d10 Kinetic	2m	Power/2	An explosive that does damage by expelling shrapnel and shards of casing material.
EMP	3	n/a	n/a	3d10 Elemental	3m	Power/2	Does electrical damage that only affects machines, Hisanaka, and targets Biofeedback of 5% or more.
Flashbang	3	n/a	n/a	*	2m	Power/2	Roll 4d10; creatures in the blast area with a Reflex Trait lower than the roll are Blinded until the start of your next Turn.

PROJECTILE WEAPONS

Projectile weapons use gunpowder, electricity, string, or pure hope to propel a piece of ammunition at your target. Since ammunition is small and targets tend not to stand still, your character's **Perception** Trait is used for attack rolls with these weapons. Damage is determined only by the weapon itself, so you don't add any Trait dice to the damage numbers indicated below. On the other hand, most projectile weapons allow you to call **Raises** on your attacks, which increase the potential damage (at the cost of a higher TN to hit).

Projectile weapons share some or all of the following Traits:

Quality: the quality of construction of the weapon, rated in integers from 1 (junk) to 10 (legendary).

Short Range: this trait includes a distance in metres and a Range Modifier. For targets from adjacent to you to as far as the Short Range distance, your attack roll with this weapon is affected by the Short Range Modifier.

Long Range: when attacking targets farther away than a weapon's Short Range, the Long Range Modifier is used. If the target is farther away than the Long Range distance, you simply can't hit it.

Damage: the dice you roll when this weapon hits your target.

Burst Roll: if a weapon can fire in burst mode, this indicates what range of numbers on the damage dice explode. Weapons that have no burst capability simply show "n/a" for this Trait.

Burst Ammo: when you fire a weapon on burst mode, this indicates how much of the magazine you use up.

Special Features

Projectile weapons may have one or more of the following additional features:

2-Handed: you must use two hands to wield this weapon effectively.

Bulky: you can't fire these weapons at a target that is adjacent to you.

Conceal: these weapons can be hidden under normal clothing.

Laser: these weapons do Elemental damage instead of the standard Kinetic damage.

Mounted: any weapon with this feature needs to be affixed to a stand or vehicle to fire.

Piercing: a weapon with this feature ignores any Kinetic Soak that the target may have.

Threaded: weapons with this feature can accept the Suppressor or Silencer mods if they're of sufficient Quality.

Burst Example: Marek fires at Tobolu with his Combat Rifle (see table on next page), attacking with a Burst from his weapon. He rolls his attack normally and hits Tobolu. Since the weapon was in Burst mode, Marek gets to roll 4d10 for damage and continues adding and rolling for any 9s or 10s that come up. He rolls 3d10 and gets a 2, 3, 7, and 9; the 9 is re-rolled on Burst, so he rolls 1d10 again and gets a 10, so he gets to roll another time and gets a 5. Added all together, this attack will do (2 + 3 + 7 + 9 + 10 + 5) = 36 Kinetic damage. Ouch.

Marek will have drained 5 shots from his rifle's magazine by firing on Burst. Reloading a weapon uses a Quick Action, which is the only drawback to firing on Burst.

Projectile Weapons

Weapon	Min. Qual	Base Price	Cost TN	Short Range & Mod	Long Range & Mod	Damage	Burst Roll	Burst Ammo	Mag Size	Features & Unlocks
Archery Skill Weapons										
Longbow	2	750	11	10m 4x	30m 4x	3d8	-	-	1	2-Handed, Bulky, @ Power 25 +1 Attack +1 Damage @ Power 35 +3 Damage
Shortbow	2	500	10	5m 3x	15 4x	3d6	-	-	1	2-Handed @ Reflex 25 +2 Damage
Hand Crossbow	3	900	13	4m 3x	8m 3x	3d4	-	-	4	Conceal @ Savvy 20 +3 attack
Small Arms Skill Weapons										
9mm Pistol	1	300	7	3m 2x	15 3x	2d10	-	-	12	Conceal, Threaded
Heavy Revolver	1	200	6	3m 3x	10m 3x	4d6	-	-	6	Conceal, @ Power 25 +1 Attack
Standard Shotgun	1	250	7	3m 2x	5m 3x	5d6	-	-	8	2-Handed
.45 Pistol	2	450	9	3m 2x	13 3x	2d10	-	-	8	Conceal, @ Power 20 +1 Damage
Machine Pistol	2	700	12	3m 3x	10m 4x	2d10	8-10	10	20	Conceal, Threaded
Combat Shotgun	3	1,200	17	4m 2x	8m 3x	5d6	6	4	12	2-Handed
SMG	3	900	15	4m 2x	12 4x	2d10	8-10	5	20	Threaded, @ Reflex 20 +1 Attack
Laser Pistol	4	n/a	n/a	4m 2x	17m 3x	2d10	-	-	20	Conceal, Laser, Threaded @ Savvy 20 +2 Attack
Gunnery Skill Weapons										
Street Rifle	1	550	10	5m 4x	20m 5x	3d10	9-10	5	20	2-Handed
50 cal. HMG	4	n/a	n/a	5m 6x	50m 6x	*	9-10	5	60	2-Handed, Bulky, Mounted, Piercing, does 2d10 damage per user Rank in Gunnery[1]
Combat Rifle	3	2,000	21	5m 4x	30 4x	4d10	9-10	5	30	2-Handed, Threaded @ Power 20 +1 Attack @ Reflex 25 +1 Attack
LMG	3	2,500	24	4m 3x	10m 5x	4d10	8-10	10	60	2-Handed, Bulky @ Power 30 +2 Attack
Sniper Rifle	3	3,800	28	10m 6x	100m 4x	5d10	-	-	6	2-Handed, Bulky, Threaded @ Savvy 20 +1 Attack @ Savvy 30 +3 Attack
Laser Rifle	4	n/a	n/a	6m 4x	35m 4x	4d10	9-10	5	40	2-Handed, Laser @ Savvy 30 +3 Attack

1. A user with no Ranks in the Gunnery Skill is not able to effectively use this weapon in combat

Armour

Armour	Min. Qual.	Base Price	Cost TN	Soak Rating	Soak Type	Features & Unlocks	Description
Kitchen Sink	1	100	4	1	Kinetic	Conceal (7), Fragile	A mishmash of found and cobbled-together pieces of plating.
Kevlar Vest	2	500	10	2	Kinetic	Conceal (13), Fragile, Stealth	A modern puncture-resistant vest typically worn under clothes.
Menpo	2	900	15	1	Kinetic	@ Presence 25 Intimidating feature	An armoured mask that typically covers the face below the eyes.
Ashigaru	3	2,000	21	3	Kinetic	@ Reflex 25 Stealth feature	Traditional skirmisher armour made of leather or pleated straw plates.
Combat Armour	4	10,000	n/a	5 1	Kinetic Elemental	@ Savvy 25 +1 Soak (both types)	Full-body armour with reinforced joints, including gloves and a helmet.
Gosuko	6	15,000	n/a	5	Kinetic	@ Power 30 +1 Soak	Traditional samurai armour made from iron and leather plates.

GRENADES

NewEdo is a relatively peaceful city, and wonton violence is rare. The elite NEOSAMA squad looms as a material threat to those who cause overt destruction and disorder in the city. In spite of that, if you've somehow got your hands on a grenade and you're staring down the maw of a murderous demon, chances are good you'll pull the pin. Here are the rules for when you do:

The attack roll for grenades is the same as for other thrown weapons, Power + Thrown

Since grenades cause area of effect damage, you don't really need to hit your target, just a general area. As such, the TN to hit a single target with a grenade is 12 – chances are good you can catch one person in a grenade blast.

If you're attempting to make a more accurate throw – to catch a specific group in the blast, or bounce the grenade off a surface first – the storyteller will increase the TN generally in increments of 6.

Grenades do Kinetic damage unless noted elsewhere.

If a weapon is used to launch grenades, the attack roll is instead Perception + Gunnery, the base TN is (distance in metres x 2.5), and the storyteller may add to the TN based on the same parameters above. Grenade launchers can launch any type of grenade.

ARMOUR

While traditional garb is common enough to not draw attention, any kind of armour, traditional or not, will turn heads in NewEdo. Anyone casually strolling the streets in combat armour or a full *gosuko* will inevitably end up on a social node (although that may not be a bad thing).

Worn armour is usually obvious and can't be hidden.

Characters wearing armour can't make **Stealth** attempts unless otherwise noted.

To put on or remove any armour a character must use all of their Actions in a Turn, including Move.

Special Features

Conceal: this armour can be worn under normal clothing. Anyone attempting to discern if a character is wearing this armour must roll Perception + Investigation versus a TN listed beside **Conceal** in its description, noticing the armour on a success.

Fragile: if the character wearing this armour is struck by a Critical hit from a Kinetic attack, the armour is permanently destroyed (after preventing damage, as usual).

Intimidating: a character wearing this armour has Advantage on **Intimidation** Skill rolls.

Stealth: this armour is flexible enough to allow characters wearing it to make Stealth attempts.

Common Goods & Services

Entertainment	Cost	Other	Cost
Baseball game, one ticket	45	A large tuna	28,700
BBQ street food, tasty	8	Bottle of lubricant	19
Cat café lunch	30	Garlic bread, stale, one loaf	6
Concert tickets, regional band	150	Hiking pass, Kuroyama	135
Flight tickets, local	900	Parking ticket	55
Fireworks show	Free	Speeding ticket	% of income
Kabuki or Noh show, classy	500	Thank-you basket, lush	140
Karaoke bar, divey	120	Wooden pickle, unused	11
Maid café, full service	90	**Personal Effects**	**Cost**
Movie tickets	12	Caffeine injector, modern	65
Museum entry	Free	Clothing, not-embarrassing	250
Opera	450	Computer, laptop, good quality	2,400
Restaurant meal, first date (for two)	225	Cosmetics, flashy	90
Round of golf, cheap	800	Phone, cheap	230
Sumo match, local	85	Shoes, impressive	750
Tourist boat cruise, NewEdo bay	25	Watch, stylish	3,300
NewEdo game book, Founders' Edition	n/a	**Tools & Gear**	**Cost**
Lifestyle	**Cost**	20m of wire, 16 gauge	39
Average citizen salary	55,000	2x4 stud	9
Burial, classy	12,000	Ammunition, regular, box of 100	110
Chauffeur, weekly (including car)	4,500	Biohazard suit	900
College degree, public	Free	Can of spray paint	12
Custom dental work	4,500	Compass, nautical	170
Day-care, daily	Free	Crafting equipment, basic	250
Gym membership, monthly	125	Diesel, 1,000 litres	1,800
Hotel stay, discount, nightly	90	Diving equipment, full kit	2,450
Hotel stay, classy, nightly	450	Gas mask	130
Library pass, monthly	Free	Gears, assorted, surplus store	90
Mani-pedi, full service	150	Geiger counter	2,200
Marriage officiant	550	High quality fake weapons	225
Package delivery, rush, crosstown	55	Magnet, large	600
Pleasurable company, hot, nightly	750	Mechanical diagnostic tool	320
Rent-a-stranger, hourly	45	Radio scanner	170
Rent, small apartment, monthly	2,400	Remote camera, including memory	900
Security guard, nightly	450	Remote listening device, good	350
Spa retreat, overnight	650	Remote motion sensor kit, cheap	180
Street blessing	15	Repair tools, generic	140
Superficial implants	5,000+	Shovel	29
Tattoo, not-lame	600	Tr ckload of gravel, coarse	450
Tow-truck, vehicle recovery	120	oltmeter	85
Tutor, manners, per day	550	X-ray equipment, full body scanner	227,000

EQUIPMENT MODIFICATION

Everyone gets the itch to modify the grip or change the balance of their weapon, or to adjust the plates of their armour. Equipment is generally made to be one-size-fits-all, and a lithe **Tanuki** will have very different demands on their gear than a hulking **Oni**. This section discusses the systems for upgrading your equipment, and the list of available mods is on the table on the next page.

Equipment that includes modern technology is modified with the **Hardware** Skill, while analogue items are modified with the **Crafting** Skill. You or an ally can attempt this work yourselves, or you can outsource it to one of NewEdo's professionals. Equipment upgrades come with a yen cost and include a risk that the item will be irrevocably destroyed in the process.

The basic rules for modifying equipment are as follows:

You may only attempt to modify equipment with a Quality rating equal to or less than your Hardware or Crafting Skill Rank. If there's any question whether the item requires a Hardware or Crafting roll, the storyteller will make a final decision.

To make any modifications you need access to a forge or workshop that necessitates at least Rank 2 in **Wealth**. You don't have to own this space – you may find a way to rent, barter for, or borrow it – but it's impossible to add permanent equipment modifications without access to a suitable workspace.

Equipment modifications are restricted by type (one-handed or two-, melee or projectile, etc.) and Quality. A piece of equipment can only receive a number of modifications up to its Quality – for example, a Quality 2 weapon may have at most two modifications.

> The exception to this is the **Rebuild** modification, which is available to all equipment. A Rebuild does not count towards an item's modification limit but *does* count as a modification for the purposes of cost and the necessity to roll to determine success (and risk failure).

> The Rebuild modification is available at all Quality tiers (though it is only shown in the first tier).

An item may have any combination of modifications up to the limit of its Quality; if it has zero Quality 1 mods, it may instead have two Quality 2 mods, for example.

An item may only have each modification installed once (except **Rebuild**, which can be installed multiple times).

The bonuses (+1 damage, etc.) from modification don't count towards the bonus limit defined by a weapon's experience **Tier**.

It takes a number of days of full-time work equal to an item's Quality rating for any modification attempt.

Only one modification may be added per attempt.

Declare which modification you're adding.

Roll either Savvy + Hardware or Heart + Crafting (as appropriate for the item) versus a TN equal to the item's **current** Quality x 10. You must **Roll your Fate** prior to any modification attempt, ignoring any rolls except Crits and Botches:

> A Crit on your roll grants an automatic success to your attempt and increases the item's Quality by one level. If you were adding a Rebuild, this means you'll have increased the Quality by two.

> A Botch on your roll destroys the item permanently.

If you succeed on your roll, the modification is added to your equipment.

If you fail on the roll, a minor flaw is introduced to the item. For weapons this flaw results in a -1 modifier to attack rolls. For armour, the flaw reduces the armour's Kinetic Soak by 1 point.

> A failure uses up the components and costs the same as a success.

Buying Upgrades

If you become attached to a particular item but no one in your group can assist with the dirty work, you can purchase modifications for 5 times the cost of installing the upgrade yourself (which is the cost listed in the table below). Most smiths expect payment up front. Buying an upgrade to your equipment takes at least a week for the work to be complete. The storyteller will make a roll to check if the merchant is successful in their attempt; cheaper merchants inevitably have a smaller dice pool. Capitalism at its finest.

Equipment Modifications by Weapon Type and Quality					
Mod Type:	**1H Melee**	**2H Melee**	**1H Projectile**	**2H Projectile**	**Armour**
Quality 1	Rebuild (+1 Quality)	Rebuild (+1 Quality)	Rebuild (+1 Quality)	Rebuild (+1 Quality)	Rebuild (+1 Quality)
Low Cost: ¥250 High Cost: ¥750	Balance Tuning (+1 attack)	Counterweight (+2 attack)	Grip Extension (+1 attack)	Porting (+2 attack)	Remove Fragile feature
			Flashlight	Flashlight	
			Grip Blade (Light Melee attacks, +1d4 damage)	Bayonet (Heavy Melee attacks, +1d6 damage)	
Quality 2	Honing (+1 damage)	Hardening (+3 damage)	Silencer (audible within 3m)	Suppressor (audible within 5m)	Ceramic Inlay (+1 Kinetic Soak, not applicable to Menpo)
Low Cost: ¥500 High Cost: ¥1,500	Reinforced Guard (+1 Defence)	Crossmember (+3 Defence)	Laser Sight (+1 attack)	Laser Scope (+3 attack)	Blast Shielding (+1 Elemental Soak, not applicable to Menpo)
	Wrist Spring (no Action to ready)	Collapsible (can't be concealed in clothing)	Rifled (increase Long Range by 2m)	Rifled (increase Long Range by 5m)	
				Welded Casing (+3 Defence)	
Quality 3	HanzoCarbon© Edge (ignores 2 points of Kinetic Soak)	Magnesium Alloy Haft (+2 attack)	Thermal Scope (5m range)	Thermal Scope (12m range)	Oxygen Scrubber (+2 Biological Soak)
Low Cost: ¥2,000 High Cost: ¥5,000	Yashin Enterprises OniCoat© (inflicts Bleeding 1 status)	Yashin Enterprises OniCoat Plus© (inflicts Bleeding 2 status)	Nylon body replacement (removes all metal from gun body)	Collapsible (can't be concealed in clothing)	Add Intimidating feature
				Hip Mount (user can carry a Mounted weapon)	YashinWeave© Inlay (+1 Kinetic Soak)
Quality 4 Low Cost: ¥4,000 High Cost: ¥10,000	Kinumoto Fusion Blade (converts damage to Elemental)	Kinumoto Fusion Blade (converts damage to Elemental)	Polymer Disconnector Bypass (gives a weapon the Burst feature with a Burst Roll of 9-10 and Burst Ammo 5)	Safety Suzi (allows a 1H or 2H weapon to be fired around a 90 degree bend at -8 attack penalty)	Kinumoto Gen 1 Mobility Exorouting (+1d4 to all Athletics Skill rolls, +3m Move)

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TOXINS

Understanding toxins requires the **Toxicology** Skill. Toxins and poisons are considered dishonourable in NewEdo society, and the use of them may have minor or major roleplaying effects on your character depending on the nature of your story.

Rank 2 in Toxicology grants you the ability to identify toxins without scientific equipment. Rank 3 in Toxicology grants you the ability to create toxins, using the following rules:

Crafting a toxin is accomplished with a Savvy + Toxicology roll. You require access to a lab of at least **Wealth 2** quality to attempt to craft a toxin.

You decide the Target Number for your roll, which will impact the potency and effect(s) of the toxin (see table on this page).

You may roll Savvy + Toxicology once per day in an attempt to reach your TN, up to a maximum of 3 days (after which the components become inert). You must **Roll your Fate** before each Skill roll and can't spend Temporary Legend to increase your rolls. These rolls take up 16 hours of your day.

Each day of work consumes (your TN) x ¥50 worth of components. If you run out of money while trying to meet your TN, the toxin crafting attempt fails.

If you roll a Crit on any of your Fate rolls, the toxin is immediately complete as if you had reached your prescribed TN.

If you roll a Botch, your attempt fails and all components are wasted.

If you succeed (reach your TN within 3 days), you craft at least one dose of your toxin.

Once created, toxins last for up to a week in storage, becoming inert after 7 days.

Anyone attempting to identify a custom toxin must roll Perception or Savvy + Toxicology (depending on the nature of their investigation), with a difficulty equal to the original TN to create the toxin.

You may deliver your toxin orally to a willing or unaware target, or directly into the bloodstream by application with a weapon that will pierce the skin. Applying a dose to a melee weapon requires a Quick Action. You can't apply a toxin to projectile ammunition in combat – ammo must be poisoned before loading into its magazine (one dose per piece of ammo).

Once applied to a weapon or piece of ammunition, toxins remain active for up to 24 hours or until applied to a target.

A dose applied to a melee weapon remains active until you successfully hit a target or 24 hours pass. A dose applied to a piece of ammunition is expended regardless of whether you hit or miss your target.

All effects are considered **Biological**. Damage may be reduced with Biological **Soak**, and all effects are ignored by targets immune to Biological damage.

The following table shows the variables that you may use to decide the Target Number for your toxin:

Add to TN	Effect of Toxin (these may be stacked)
+10	Per 1d10 of Biological damage
+5	Per additional dose or use (does not add to TN to identify)
+10	**Immobilize** your target for 1 Round
+20	**Poison** (per the status condition) your target until they're treated*
+10	Per minute of delay applying other effects*
+5	**Silence** your target for 1 Round
+8	**Blind** your target for 1 Round
+15	Reduce your target's **Resolve** by 6 for 1 hour
+7	Per 1d8 of Biological damage on a subsequent Round (stacks on iterative Rounds, as a Damage Over Time effect)
+1	Add 1 to the difficulty of any rolls to identify your toxin
+30	Make the effects of your toxin appear natural*

**These effects may require specialty components*

VEHICLES & DRIVING

Owning a personal vehicle in NewEdo is, for the most part, a fashion statement. It's more efficient to use one of the city's excellent modes of **public transit** unless you're hauling a trunk full of heavy weaponry. Efficiency aside, NewEdo is a city that appreciates style, and many people continue to own a nice ride purely for the prestige or aesthetics. Traffic in NewEdo is orderly but heavy, and it's difficult to get anywhere fast unless you're a very creative driver.

Vehicles in NewEdo generally ride on wheels and are powered by electric motors. First-generation hover-capable vehicles (HCVs) are starting to appear on NewEdo's streets but, at the moment, are restricted to lightweight machines. It's still possible to find combustion-powered vehicles, though you'll be paying extra for the antique tech and getting parts and gasoline will be hell. Still, that sound...

For those characters who just weren't made for public transit, the following systems define the *whats* and *hows* of getting behind the wheel in NewEdo:

Anyone can use the basic functions of a standard vehicle – accelerate, turn, brake, park, etc. – without the **Drive** Skill. Driving doesn't require any rolls to get from A to B if there are no intervening complications.

If there are complications – high speeds, gun fights, a chase or getaway, off-roading, etc. – a character must be behind the wheel and use their Reflex + Drive Skill against TNs set by the circumstances.

Each vehicle has a Max Reflex Trait that limits the driver's **Reflex** in these rolls, reflecting that vehicle's ability to perform fancy manoeuvres.

A driver must use both their Move and Full actions to operate the vehicle in any Round where a Driving roll is necessary.

The driver and all passengers in a vehicle benefit from its **Soak** rating (noting that this is Kinetic Soak).

While driving, you can attack another vehicle as long as you have at least 1 Rank in the Drive Skill. The roll is Reflex + Drive versus a TN that depends on the situation: if the target vehicle is parked, your TN is 5; if it's moving, the TN to hit it is the vehicle's Defence rating.

To attack a person, you need at least 2 Ranks in Drive, and the TN is their Reflex Trait score unless they're **Surprised**, in which case the TN is 10.

On a successful hit (against a person or another vehicle), your vehicle does its Damage rating in kinetic damage to the target, modified by:

> Any time a vehicle hits a target (whether a person or another vehicle), you must compare their Heart ratings. The subject with the lower Heart rating takes Kinetic damage equal to the higher Heart less the lower Heart rating, regardless of who struck who. That is, a vehicle may take damage if it strikes a target with a higher Heart rating.

> All Kinetic damage to vehicles is reduced by their Soak rating.

Attacks by a vehicle can be **Dodged** in the same manner as Dodging melee weapon attacks. If you're driving while attempting to Dodge, use Drive in place of the Dodge Skill in the system described on page 217.

If you're attacking a vehicle with a weapon (rather than with another vehicle), the TN is calculated the same as attacks against a person; melee and unarmed attack TN is the vehicle's Defence Trait, and projectile TN equals the vehicle's Size x (your weapon's applicable Range Modifier).

Vehicles that take significant amounts of damage may have their performance reduced as determined by the storyteller.

Weapon attacks against individuals inside a vehicle are made as usual based on your weapon (melee or projectile), but with the following modifications:

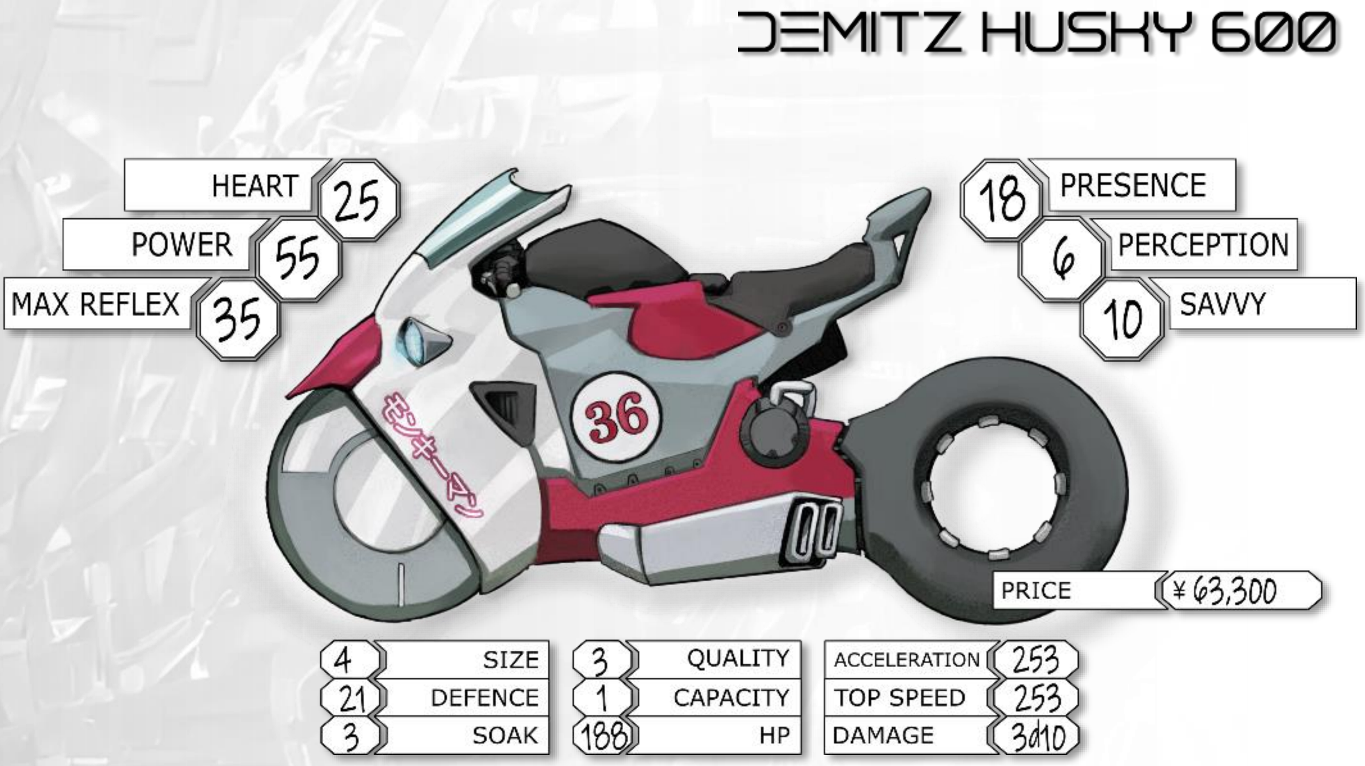
> If the vehicle is moving, the attacker's TN is *increased* by 5.

> If the vehicle is stationary, the attacker's TN is *reduced* by 5.

Driving Example: Hiro is driving his Saiko Z-Type, chasing Saphi on her Fernando bike. Hiro has Reflex 22 and Drive 6/6/8 and, on his Turn, he attempts to ram Saphi's bike. He rolls 2d10 + 2d6 +1d8 versus a TN of 17 (the Fernando's Defence Trait) and gets a total of 21 so he hits. The Z-Type's damage is 5d10, and he rolls 22 for damage. In addition, the Z-Type's Heart is 30 and the Fernando's Heart is 20, so the Fernando takes an addition (30 - 20) = 10 damage, for a total of 32 Kinetic damage, which is minimally reduced by the bike's Soak rating of 3. The Fernando had 50 HP to start and so takes more than half its HP total in one strike. The storyteller decides that Saphi must make a Drive roll on her Turn as a Quick Action to retain control of the bike and sets a TN of 15. Saphi's Reflex is 33 and Drive is 4/4 – but the Fernando's Max Reflex is 25, so Saphi can only roll 2 Ranks of Reflex. She rolls 2d10 + 2d4 and gets a lousy total of 12, so she wipes out.

Vehicle Statistics

A vehicle's potential is described by the same basic Traits that define your character's potential. Power, Reflex, Savvy, etc. all combine to determine a vehicle's operating parameters like speed and manoeuvrability. Vehicles also have a Quality rating, which amplifies the impact of its Traits on its operating parameters – two vehicles may both have a 463 horsepower, 345 kilowatt motor, but one built by the elite Demitz Motor Company will produce more torque and acceleration than a banger model that rolls off the line at Waru. The statistics on the next page are the building blocks of every vehicle, reflected in the sample image below of a sexy, hover-capable hybrid: the Demitz Husky 600.


DEMITZ HUSKY 600
HEART 25
POWER 55
MAX REFLEX 35
18 PRESENCE
6 PERCEPTION
10 SAVVY
36
モンキーマン
PRICE ¥63,300
4 SIZE
21 DEFENCE
3 SOAK
3 QUALITY
1 CAPACITY
188 HP
ACCELERATION 253
TOP SPEED 253
DAMAGE 3d10

Heart

A vehicle's toughness and the rigidity of its engineering are described by its Heart, which affects how many Hit Points (HP) it has, though negatively affecting acceleration. A vehicle's Hit Points function similar to a character's **Health Pool** except vehicles don't have Wound tiers.

Power

Power = speed. Top speed is different than acceleration, so just because a vehicle has high Power doesn't mean it's the best escape vehicle or drag racer.

Max Reflex

A vehicle's suspension, balance, steering, and stability components affect its Reflex rating. Note that this Trait's written as "Max Reflex" because even a road ninja can't drive a minivan like a track bike. When you're using your **Drive** Skill, your **Reflex** score is limited by the Max Reflex of your vehicle. A vehicle's Reflex materially impacts its Defence rating.

Perception

Cameras and sensors are common on 21st century vehicles, and the extent of this is reflected in their Perception Trait. Perception partially affects a vehicle's Defence rating.

Presence

Vehicular Presence is the only reason people don't take mass transit. A vehicle's Presence can be more powerful than its driver's. Notwithstanding that societal observation, your vehicle's Presence will more often be used for roleplaying purposes than racing ones.

Savvy

Most vehicles have a baseline level of Savvy that allows them to operate within their required parameters: lane-assist, proximity warnings, mechanical diagnoses, etc. This contextual awareness and responsiveness allow a vehicle's Savvy to impact its Defence rating.

Size

Motorbikes are Size 4, cars and SUVs are Size 3 and trucks, buses, and other large vehicles are Size 2.

Defence

A vehicle's Defence indicates how hard it's to hit (and do damage to) with melee weapons and other vehicles.

Soak

All vehicles have some amount of Kinetic Soak. Note that the driver and any passengers in a vehicle also benefit from its Soak rating.

Quality & Price

Two vehicles with the same Power or Reflex but differing Qualities will perform differently, as high-grade components reduce weight and increase strength, and this is reflected in a vehicle's asking Price.

Capacity

Capacity indicates how many people (Size 4 or smaller) fit in the vehicle, including the driver.

Acceleration

This Trait describes the maximum speed (as measured in km/h) that the vehicle can gain **per Round**.

Top Speed

Top speed is measured in kilometres per hour, or km/h.

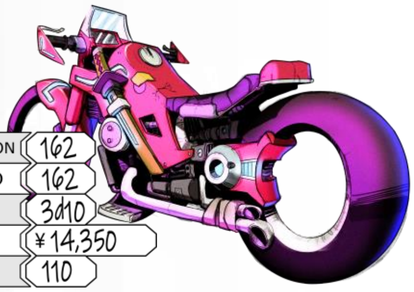
Damage

A vehicle's Damage rating applies whenever you successfully make an attack with the vehicle. Vehicular damage is always Kinetic and can be soaked as normal.

HP

How much damage the vehicle can take before it's rendered totally inoperable. These HP are on the same scale as characters' HP – that is, you roll the same damage dice whether you're shooting at a person or a car.

SAMPLE VEHICLES

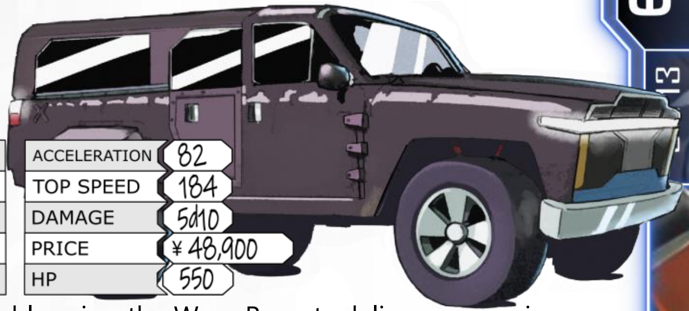


the Kaneda

HEART	22	PRESENCE	6
POWER	45	PERCEPTION	10
MAX REFLEX	30	SAVVY	8

SIZE	4	ACCELERATION	162
DEFENCE	19	TOP SPEED	162
SOAK	3	DAMAGE	3d10
QUALITY	2	PRICE	¥14,350
CAPACITY	2	HP	110

The Kaneda is a mid-grade bike that's been popular for its power-to-price ratio for nearly three decades. Cheap to fix, and with a retro vibe that modern bikes can't recreate, the Kaneda is a legend that just won't die.

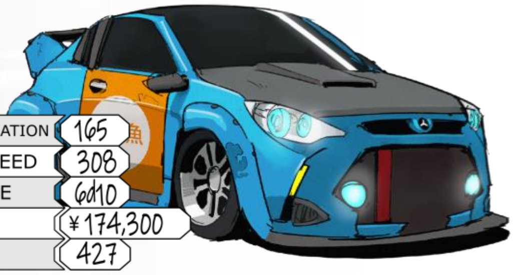


Waru Regrets

HEART	55	PRESENCE	15
POWER	40	PERCEPTION	6
MAX REFLEX	20	SAVVY	10

SIZE	3	ACCELERATION	82
DEFENCE	15	TOP SPEED	184
SOAK	8	DAMAGE	5d10
QUALITY	3	PRICE	¥48,900
CAPACITY	7	HP	550

A staple for anyone looking for carrying capacity at an affordable price, the Waru Regrets delivers reassuring bulk with minimum fuss. You won't turn many heads in the Regrets, but who cares when you're hauling 500 kilos of stolen gold bars, right?

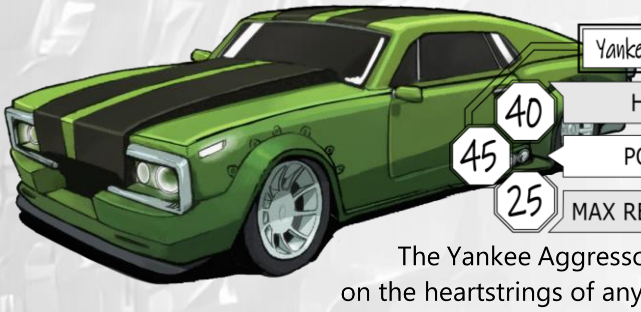


Demitz Shinjuku

HEART	32	PRESENCE	28
POWER	55	PERCEPTION	10
MAX REFLEX	35	SAVVY	10

SIZE	3	ACCELERATION	165
DEFENCE	18	TOP SPEED	308
SOAK	5	DAMAGE	6d10
QUALITY	4	PRICE	¥174,300
CAPACITY	2	HP	427

Made by luxury manufacturer Demitz, the Shinjuku is a stylish coupe made for dodging traffic and drifting through **The Hills**. With a face-peeling top speed and a price tag to match, the Shinjuku's unassuming exterior presents a false humility belied by the monstrous 644 kW produced by its twin Demitz motors.



Yankee Aggressor

HEART	40	PRESENCE	25
POWER	45	PERCEPTION	6
MAX REFLEX	25	SAVVY	10

SIZE	3	ACCELERATION	101
DEFENCE	16	TOP SPEED	207
SOAK	6	DAMAGE	6d10
QUALITY	3	PRICE	¥71,090
CAPACITY	2	HP	400

The Yankee Aggressor is an unsubtle road warrior with a classic design meant to tug on the heartstrings of anyone who remembers when combustion was king. While it may not be the fastest, or most manoeuvrable, or best in the turns, the Aggressor sure looks tough and that's gotta count for something.

More vehicles can be found in **Appendix B**.

14: CHARACTER DEVELOPMENT

You created a Legendary character, sat down around the table with some friends, and played out your first night of adventures. You clinched a killer negotiation, your buddy Tak lost a finger, and a monster ate Lucy's drone. The plot thickened and you all became more involved in both the story and your characters. But what else? NewEdo is ripe with ways for you to develop your character, some of them mechanical and tactical, while others focus on roleplaying and character depth. Not every adventure will bring the same amount or style of character rewards, and how the following options are doled out will be a function of your table, your story, your storyteller, and what motivates you as a group of players.

Legend

This game was built for larger-than-life characters. That may seem like a strange concept for anyone coming from a game where characters end up statistically equal or pre-packaged into predictable roles. NewEdo players are encouraged to make their characters' personalities as important as their statistics, and the primary means of motivating that's a character's Legend.

More thoroughly defined in **Chapter 2**, Legend acts as a record of your character's notoriety, a fuel source for their superpowers, a store of reserve health, and a measure of how advanced they are in their **Path**. Permanent Legend points are distributed after every game session and sometimes even during a session, when particularly cool shit goes down.

Legend is a reward tied to what your characters accomplish. You can't gain Legend if you don't do anything, so get out there and make waves. Defeating enemies in combat is a simple and effective way to earn a Legend as a fighter, but NewEdo is full of stories that can reward personalities who eschew violence. Wealth, influence, enlightenment, knowledge, and compassion are all worthwhile goals around which to build your character's Legend. You just gotta keep making progress on those goals.

A very loose guideline is that you should gain between 3 and 6 points of Permanent Legend every game session. Characters who reinforce their own Legend during play will get a bit of extra Legend as a reward. Don't be a glory hog, and remember that NewEdo is a team-based game that offers a lot of synergy between characters. Help your fellow characters to build their own Legend and you as a team will inevitably end up stronger for it.

Temporary Legend is spent in-game to fuel your character's abilities, boost their Skill rolls, and save their ass when their HP hits zero. A higher pool of Legend will enhance all these options and push you towards your next Path Rank. But Legend by itself doesn't make you better at stuff; for that, you need…

Storytellers should flip to page 263 for a more detailed discussion on what rewards to hand out during and after a game session.

Experience Points

The Legend that you gain during play is a direct result of your actions. But no one spends their whole life runnin' and gunnin' because otherwise they'd get a cramp. In between the action shots, your characters are thinking, plotting, planning, and learning, and the combination of all this developmental activity (conflicted and otherwise) is defined as experience. Or, more importantly, as **Experience Points**.

Experience Points, or XP, are used to increase your character's abilities (Traits, Skills, etc.) and are granted at the end of every session. XP reflects your character's learning and development, which occurs regardless of how much action they saw. Every conversation, observation, insight, and eureka moment contributes to XP earned – no different than how many enemies you fought or puzzles you solved. While the flashy shit may make you famous, the research and practice that went into making/doing that flashy shit also contributes to your development.

The storyteller will grant XP at the end of every session, and you can use or spend that XP in between sessions to improve your character's abilities (which is presumed to happen in the downtime between sessions). This makes XP different than Legend in that it's a resource that's intended to be spent between sessions unless you're saving up for a big new power or ability. XP isn't used during play, and while the amount of XP you've accumulated will make your character more powerful, hoarding it is pointless – it should be used to make your character faster, stronger, or smarter whenever possible. XP is a meta-game tool, not a character statistic.

Using XP

XP is spent like currency to increase your character's abilities. Different abilities (Core Traits, Skills, etc.) have different XP costs, and these costs tend to increase as your character gets more powerful. Whether you sit around the game table and discuss as a group, or go home and spend hours with this book debating your advancement choices, ultimately XP will be spent in between sessions to make your character more powerful, as follows:

Backgrounds

You can't just spend XP on **Backgrounds** without creating an in-game reason why – that is, if you'd like your character to become richer or more famous, you have to take action in-game that would foster this result. Once you do so, you may increase the appropriate Background by a maximum of 2 points per session regardless of what you've achieved that night. This costs 2 XP per Background point gained.

Example: Your character has worked hard to catch the eye of her superiors in the OBA, earning a promotion through the ranks. The storyteller agrees that your character can increase her Status, so you spend 4 XP to raise this Background from 11 to 13 (since 2 x 2 = 4 XP).

Core Traits

To raise a **Core Trait** by one point costs 2 XP per **current** Rank in that Trait. The formula is 2 x (Trait points raised) x (Rank in the Trait). If your Trait score is below 10, the XP cost is the same as a Rank 1 Trait.

Note that Shinpi can't be increased above 0 by XP; you must have gained at least 1 point of Shinpi somewhere before you can begin to raise it with XP. Once you gain this Core Trait, increasing it uses the same formula as above.

Example 1: Your character has Power 15 (Rank 1), and you'd like to increase that to 16. This costs 2 XP per point raised, per Rank, or (2 x 1 x 1) = 2 XP.

Example 2: Your character has Savvy 22 (Rank 2) and you'd like to increase that to 25. Since you're increasing a Rank 2 Trait by 3 points, this costs you (2 x 3 x 2) = 12 XP. If you were to raise a Rank 3 Trait by 5 points, it would cost (2 x 3 x 5) = 30 XP.

Skills

Skills have both a Rank and a Focus (the die you choose at that Rank). It costs more XP to purchase a new Skill Focus at a higher die than a lower one. We're not economists, but that seems fair.

These are the XP costs to purchase a new Skill at Rank 1:

d4 Focus costs 3 XP
d6 Focus costs 4 XP
d8 Focus costs 5 XP
d12 Focus costs 7 XP

If you're purchasing a Skill above Rank 1, you multiply the cost above by your **new** Skill Rank.

Example 1: You'd like to raise your character's Intimidation to Rank 1, with a Focus of d8. This costs 5 XP.

Example 2: You'd like to raise your character's Light Melee to Rank 3, with a Focus of d6. This costs (3 x 4) = 12 XP. You must pay for every Skill Rank, so you can't go straight to Rank 4 without paying in XP for every previous Rank, other than those you gained during character creation.

Once you've purchased a Rank and Focus for a Skill, **you can't go back and improve that Focus until you have Rank 5 in the Skill**. Once you master the Skill at Rank 5, you're able to see the flaws in your style and can begin to correct them. The cost to upgrade your Focus dice once you reach Rank 5 is the difference between your desired Focus' cost and your original Focus' cost, multiplied by the Rank you're upgrading. Mathematically, you're just paying the difference in the XP cost that you skipped out on last time. The only penalty in this system is having to wait till you have Rank 5 to begin the process of perfecting your Skills.

Example 3: In your brash youth, you assigned a d4 to your Stealth Skill at Rank 2 just to get quick access to the bonus ability. Now that you have Rank 5 in Stealth, you'd like to upgrade that Focus to d12. The XP cost is [(7 - 3) x 2] = 8 XP.

Augs

Augs can't be increased by XP. If you'd like to upgrade your hardware you just gotta pay in cash, or possibly in favours. See **Aug Installation** on page 178 for a discussion on the process and cost of implanting shiny gadgets in your body.

Magic

Shinpi can be increased in the same manner as your character's other Core Traits as long as you've gained at least 1 point of Shinpi without XP.

You can't use XP to gain access to new kami willy nilly. If you think your character should be able to speak to kami other than those defined in your Path, you need to convince your storyteller of why that's the case and work that into play. Your storyteller may assign an XP cost to this process or, alternately, make an adventure around the unique relationship between your character and the kami.

Once you have access to a kami, you may learn additional **Rotes** (beyond the number granted by your Path) at a cost of 10 XP per kami Tier. As described in **Chapter 8**, the kami are defined by their Tier – how powerful they are. Learning a new Rote costs XP equal to (10 x kami Tier).

Example: Your character already has access to the Tier 2 kami of Earth, and you'd like them to learn the *Shield* Rote using XP. This costs (10 x 2) = 20 XP.

Fates

Your Fate Card should be filling up with interesting Fates, and hopefully some of them really get you geared up. Manipulating your own Fate isn't easy, but it's doable. To increase a line on your Fate by 1% costs 3 XP, but **you can only add 1% to your Fate Card with XP per game session.**

> **Example**: You already have the "Grant Ally Free Attack" line on your Fate Card and would like to increase it. Each session, you may increase it (or another line) by 1% by spending 3 XP.

You can't add new Fates to your Fate Card with experience. You need to earn those Fates in the world or gain them through Skills or your Path etc. Once you have a Fate line, though, you can continue to add to it slowly but surely for each session of play.

You can't reduce any Fates with XP, and you can't change your Critical or Botch chance with XP.

XP Cost Summary

Backgrounds: 2 XP per point raised, max two per session.

Core Traits: 2 x (points raised) x (current Trait Rank).

Core Trait 01 – 19 2 XP per point raised

Core Trait 20 – 29 4 XP per point raised

Core Trait 30 – 39 6 XP per point raised, etc.

Skills: use the table.

Skills	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
d4	3 XP	6 XP	9 XP	12 XP	15 XP
d6	4 XP	8 XP	12 XP	16 XP	20 XP
d8	5 XP	10 XP	15 XP	20 XP	25 XP
d12	7 XP	14 XP	21 XP	28 XP	35 XP

Rotes: 10 XP per Tier of the kami.

Fates: spend 3 XP to raise one Fate by 1%, once per session, max.

Other Development Options

Titles

Nothing is more supremely badass than a character who's known by their title: "Chiara the Demon Slayer" or "Yuki the Ghost" or "Six-Gun Shen" or other less obvious and tacky options, whatever your imagination can come up with. The thing is, you can't just give yourself a title – you have to earn it, and someone else usually chooses it for you.

Titles don't have any game effect other than propagating your Legend. There's no shame in crowing about your own accomplishments in the culture of NewEdo. If you've set out to be the toughest bare-knuckle brawler in the city, it doesn't hurt to remind onlookers who you are before you step into the ring or street… just try not to lose.

Titles should be viewed as waypoints in your journey towards Legendary status. Since you can't give yourself a title, though, think about what titles the other characters at your table might have earned through their accomplishments.

Fate Card Freebies

The lines on your Fate Card are what makes your character unique from every other similar build. While certain Paths and Skills grant new lines to your Fate Card, you'll also earn (for better or for worse) unique lines based on your decisions in play and the outcomes of your adventures.

The storyteller controls these free Fate Card lines, as they can't be bought with XP. Rather, when something particularly epic happens (whether or not intentionally), that strand of Fate may be indelibly woven into your story with the addition of a unique line on your FC. This certainly won't happen every time you play, but every character forges their own trail, and that journey should eventually be reflected in a Fate Card as individual as the character.

Keep in mind that your Fate isn't exclusively filled with good fortune. Poor decisions or unlucky twists may also weave a new strand into your destiny…

SECTION 4: TIPS & TOOLS

When most of the lights in the compound went out, the Kotara brothers knew it was time to act. Moving in unison, the two black-clad and heavily armed men left cover and crossed to the eastern side gate of the old walled villa. Hidari, the elder Kotara, placed a small charge next to the latch. The brothers hunched away briefly and unslung their weapons; submachine guns engineered for conflicts half a world away.

The focused blast from the charge blew the door inward. Hidari broached the entrance first, putting two bullets in each of the security personnel who were trying to recover from the blast. Migi followed his brother in, adding a bullet each to the unmoving bodies before they both strode quickly into the villa, hugging walls. The brothers communicated by hand gesture or by touch when they weren't in eye contact with each other, their movements unexaggerated.

The power in the compound had been effectively cut off, and the brothers couldn't hear the sound of backup generators anywhere. Many of the ancient buildings still showed some light from fire-based sources, so the Kotaras left their night-vision goggles raised. They encountered only two more security guards as they moved deeper into the compound, though neither were given a chance to radio the brothers' position, let alone open fire.

With clear instructions to only engage when necessary, the Kotaras made tactical decisions that avoided the compound's disorganized security forces, as best as possible. They entered the target building through a kitchen entrance, ignoring the lone old woman who sat drinking tea by a fire-lit stove. The woman studiously ignored the brothers in turn. Hidari exited the kitchen and turned left without hesitation and his brother followed behind, scanning the right hall.

Rounding a corner, they entered a wide, long hall, the central corridor of the ancient residence. Two samurai, ten metres away, faced them from the middle of the hall. The samurai drew their swords and the Kotaras shot them dead. Hidari advanced down the hall quickly while Migi held back to see if any further threats would emerge from the many paper-screened doors that lined their path. He could hear muffled crying and anxious whispers from more than one room but the doors all stayed closed. Migi caught up to his brother at the bottom of a stone stairway.

The sound of yelled commands echoed from the courtyard outside the residence, and exterior doors banged open. The Kotaras quickly ascended the stairs, where three samurai met them as they reached the next floor. Hidari blocked a sword cut with his gun, then smashed the butt of his weapon into his attacker's throat with a crunch. Migi allowed a probing jab to bounce off his augmented left arm while stepping inside an aggressive overhead swing from the third samurai. He raised his gun to hold the samurai's arms aloft and his brother shot the man in his exposed ribs. Migi then pulled the trigger on his own weapon, which had been aimed at the last samurai. The brothers put an extra bullet in each body as they stepped clear of the mess.

Hidari paused to raise an eyebrow at Migi. Migi touched his shoulder where the second samurai had stabbed him and came away with blood on his hand. The arm augment was fake, a deception required as part of their contract. His arm had been wounded under the prop but it was not serious. The brothers took a moment to run a tripwire across the hall, rigged to an improvised bomb hidden behind the body of one of the dead samurai.

The hallway they moved down ended in a T-intersection. Hidari turned left and Migi followed, scanning right. At the end of the right-facing hall a white-haired samurai stood, obviously guarding a door. Migi pivoted to walk backward behind his brother, covering the old samurai who only stared at them.

Hidari slid open the paper door in front of him, moving silently into the room to make space for his brother behind him. It was a large bedroom, sparsely but elegantly furnished. Seated next to the low wooden bed was a massive, red-skinned Oni holding a double-bladed battle axe. The Oni stood as the brothers entered the room, rolling his shoulders. He was easily three metres tall, and his wild mane of silver hair brushed the rafters of the room.

Careful to avoid any vector that would threaten the bed and its occupant, the brothers opened fire on the demonic guardian. Bullets thudded into the Oni, making a sound like coins hitting a mattress. None of them penetrated skin. Some stuck to the Oni’s thick hide while others fell away to clatter against the wooden floor. The Oni’s faced stretched into a wide smile, and then he roared.

The Kotaras shuddered as the sound hit them and they were forced back a step, up against the wall. The Oni stormed forward in the wake of his roar, swinging the massive axe in a horizontal arc. Hidari ducked under the blade but Migi barely managed to step forward enough to be caught by the haft of the weapon, rather than its metal edge. He was thrown across the room by the impact and crashed into a wooden dresser that collapsed under him. Hidari reacted quickly, letting his gun swing free while he pulled two long, hooked blades from hip sheathes. He launched a frenzied assault on the Oni with his blades, hoping to give his brother a chance to recover.

The Oni blocked some of the attacks but more than one sliced into his hide, drawing blood. Hidari dodged the backswing of the massive axe, but the Oni followed it with a powerful kick that the smaller man didn’t see coming. A clawed foot crashed into Hidari’s chest, throwing him to the opposite side of the room from his brother.

Migi had climbed free of the wrecked dresser. He drew a heavy revolver and opened fire on the Oni's exposed back. The larger bullets slapped into the guardian's broad shoulder, spinning him around as dark blood sprayed across the room. The Oni grimaced and launched himself at Migi, far faster than the Human expected. The massive axe swung in an upward arc that intercepted Migi's arm at the elbow, severing his forearm and the hand that held the revolver. Migi watched his hand fly upward and managed to roll his head backward out of the way of the ascending blade. The axe continued upward and embedded itself in one of the room's ancient black rafters. The Oni released his weapon and grabbed Migi by the shoulder, drawing his other hand back to strike.

The brothers' improvised trap went off in the hall with an explosion that shook the building. The concussive force tore the room's paper and wood door from its frame and smoke poured into the room. Migi used the distraction to wiggle from the Oni's grasp, and rolled free. He landed clumsily, his balance thrown off by his missing limb. The Oni turned and stalked towards him through the smoke, intent on the kill.

Hidari, bleeding from the mouth and nose, sprinted across the room and intercepted the Oni before it could get any closer to his brother. The elder Kotara wrapped the Oni in a grappling maneuver that pinned the huge guardian's arm to his chest. Hidari looked over his shoulder at his brother, who opened his mouth to protest – but two of Hidari's grenades, held between his own body and that of the Oni, exploded simultaneously between the combatants. Gore exploded outward. Migi recognized the shredded form of Hidari as it hit the wall, while the Oni's huge body crashed through a window frame and fell out of sight.

Migi paused, very briefly, then got to his feet, ears ringing. Rummaging through his gear, he stabbed a needle into his thigh then wrapped the stump of his arm in a white gauze. He then turned to the bed, which was covered in blood.

Sitting cross legged, half-hidden under a sheet, was a young boy, his eyes wide and unblinking. Migi sprayed the boy's face with an aerosol that put the child to sleep. He threw the unconscious youth over his shoulder, then dove out of the window opposite to where the Oni was thrown. Migi landed hard but cushioned the boy from any damage. He struggled to his feet and staggered towards their secondary extraction point as NEOSAMA sirens wailed in the distance.

15: STORYTELLING IN NEWEDO

Open-ended games like NewEdo can be daunting at first, particularly for the person responsible for crafting the stories that your table will play. This section attempts to guide storytellers through their first forays in the game setting, providing tips on generating party unity, creating a motivating plot, and filling the world with vibrant non-player characters (NPCs) for the players' characters (PCs) to interact with.

Step 1: Types of Games

NewEdo was built for more than just murder. The character-building options available to your players open doors to a variety of game types that may or may not involve chopping up their enemies. Social interactions share a similar system and have as many Skills and abilities as combat interactions. The setting of NewEdo is one that rewards canny socialites as much as it does those who take a more pointed approach to problem solving. In this mutable context, there are three distinct game types that typically arise in NewEdo, and not every table will be interested in playing all three.

Intrigue games focus on social conflict, with the PCs angling to achieve their goals primarily in the courtrooms, boardrooms and bedrooms of NewEdo. The future of the city and the Empire depends more on the deals won and lost between power brokers than it does on shit-kicking samurai or bazooka-wielding Tanuki. In these games, characters' Backgrounds and social Skills tend to be more important than their combat abilities, and the repercussions of their decisions will likely ripple throughout the Empire. The resolution of intrigue conflict has the longest-lasting and farthest-reaching impacts on the future of NewEdo.

Espionage games are built around complex situations that demand quick thinking on the part of characters. Industrial espionage, heists, assassinations, supernatural mysteries, and intelligence tradecraft all make great plot foundations for an espionage game. NewEdo is rife with corporate competition, political intrigue, clan warfare, and even international threats, any of which may put characters in the heart of a great spy story. Espionage demands a combination of lethal and non-lethal Skills including sabotage, infiltration, spying, assassination, hacking, deceit, and seduction. Espionage games often end up with PCs becoming very rich – or very dead.

Finally, **Combat** games are the type of hack-and-slash adventure popularized by videogames. Combat games tend to deal with three primary themes: i) *New versus Old*, where the Tekun and the Eiko (and their various allies) battle it out to assert control over the future of NewEdo; ii) *Cops versus Robbers*, where characters either play as part of, or try to shut down, the city's expansive network of organized crime; and iii) *Us versus Them*, where characters join forces to fight the demons and monsters of lore, which aren't just sitting around waiting for the civilized people of the city to get done killing each other. Combat games require characters to focus on how to kill and how to survive. Many of the seeming non-combat Paths are actually well suited to Combat games in supporting roles, and having an **Earth Dragon** or **Envoy** in your group will almost always make the squad more effective as a whole.

The best stories in NewEdo will include more than one type of problem to solve, but every table will settle into a favourite style of play. It's your job as storyteller to keep things interesting for the players, weaving plot hooks and surprises into their adventures while respecting the general style of play that your players enjoy the most.

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Remember to read Kikuchi Media's news briefs for updates – and even some gossip – about the goings on around the city. Kikuchi is your eye on NewEdo.

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Step 2a: Find Your Niche

In a world where a traditional Human samurai may pause at a streetside shrine to offer prayers next to a heavily augmented Oni mercenary, it can be difficult at first to nail down the setting for your story. As described in **Chapter 2**, NewEdo is a city made up of very disparate parts – some districts remain unchanged after centuries, evoking a wood-and-stone feudal timelessness, while others shine at the forefront of 21st century technology, their glass and steel skyscrapers crowding the bustling sidewalks below.

Readers – players and storytellers alike – will have (hopefully…) been attracted to this game because of an affinity for one or more of NewEdo's settings. Whether you're a fan of samurai and ninja, cybernetics and technology, mysticism, monsters, over-the-top animation, or carefully crafted stories of discovery, you should use your favourite variety of fiction to form the basis for your stories in NewEdo. Start with what you know, weaving elements of your favourite movies, shows, music, and books into the story you want to tell in NewEdo.

Step 2b: Session Zero

Depending on how well you know the players who'll be at your table, you may want to start here instead of with Step 2a. "Session Zero" is when you get everyone together to decide what kind of game the group collectively wants to play. The storyteller is burdened with the expectation of making the game fun for (ideally) everyone at the table, so understanding what will motivate your players may be more important than creating an awesome story that only you enjoy. Holding a Session Zero should help establish this important baseline.

Session Zero isn't a roleplaying session. You and your players will gather with the expectation that that evening will be spent discussing what kind of adventures they want to play in NewEdo. Some players will have a strong opinion, while others will just go with the flow. Passion and excitement are great (and make your life easier) but be careful not to let loudmouthed or opinionated players dictate how your game is shaped. Your quiet players may have a very different idea about how they want to explore and interact with NewEdo's complex setting, so spend a bit of extra effort to make sure everyone gets a say.

Here are some questions that you might want to ask your players to help spark this discussion:

- You hear about something supernatural scaring the citizens of Old Town and go to investigate. Would you rather solve this dilemma by destroying a **monster** or solving an ancient mystery?
- A rival Faction has begun making inroads onto your turf. To address this, would you rather find some leverage to make a deal with **the leader of the competition,** or start taking out their **troops** in the streets?
- You've been hired by a **corporation** to obtain the blueprints of their rival's newest tech. Do you infiltrate their organization and find a simp to bribe for it, hire a **hacker** to help access the rival's node, or do a smash-and-grab in the streets and reverse-engineer it yourself?
- There's an election in the **Riverside** district, where the population is evenly split between two contenders, one advocating for the old ways and one pulling for change. Do you care? If so, how would you try to affect the outcome? Do you seek to blackmail the **opposition**, or burn down their election office and bully their agents, or sabotage their financing, or even run your own campaign to sway the voters your way?
- Your **ally** has been disgraced in an honourable duel. Do you care? If so, what do you do? Do you offer to help him end his life honourably, or challenge the person who beat him, or find a way to discredit the opponent, ruining their life?

The Question of Fatality

NewEdo has been balanced such that characters are tough to kill unless they do something really stupid or get hit with an astounding turn of bad luck. But with **exploding dice** and a world full of legendary beings, it’s entirely possible that one or more characters will have to face their own mortality during a game session.

The question of game difficulty and the potential for character death should be discussed in advance of your first session. Do your players want the kind of challenge that will test their characters’ limits every night, or are they looking for an adventure where Fate tends to smile on even the most idiotic decision? Different groups will have very different answers to this question. A classic samurai story where one swipe of a sword can slay the Shogun has a different feel than another where being eaten by a dragon gives you the chance to search its stomach for loot. NewEdo’s systems can accommodate both with some fine-tuning from you as storyteller. For example, a hardened warrior can feasibly do 40+ damage in one strike; on the other hand, getting clipped by random gunfire does 12 damage on average. One could be deadly to an early-game character, but while the other is going to hurt, character death is almost impossible.

Some groups will relish a good character death, a story that will be told over and over again to create a legacy. Other groups may be shocked or even traumatized by the death of a character that – let’s face it – took a long time to conceive of and build. Some players pour their heart into their characters while others treat characters like lab rats to plumb the depths of a game system. As storyteller, it’s better to know in advance what kind of group you’re crafting a story for – and try to tune your adventures’ difficulty appropriately.

Step 3: Characters

Many players will come to Session Zero with a character already in mind, something that complements the style of play that they most enjoy. That’s awesome… until you realize your players have created a whole cut-section of NewEdo’s archetypes, ones with neither anything in common nor reason to work together. Classic, right?

Addressing character creation should be done after you’ve completed Steps 1 and 2. Characters in NewEdo can have a wildly differing set of Skills and abilities, not all of which are appropriate for every story. Assuming you can form some sort of cohesive guideline during Step 1, you’ll want to ensure that the characters your players create have a chance to be fun to play in the game you’re all building together. That doesn’t mean every character needs to be a fighter, politician, or spy; rather, you just need to keep an eye out for characters who’ll have no motivation in your story or no chance to participate in the plot.

For example, if you’ve collectively decided to play a combat-heavy game of tradition, honour, and sacrifice, but one player is set on playing a hacker-DJ mystic, it may be difficult to integrate that character’s motivations into the story. It’s up to you to decide if that’s a problem you can solve with your plot, or if that player even cares – they may just be there for the companionship. But, because of NewEdo’s variety of potential stories, it’s important to be aware of players who might have trouble staying engaged based on your story ideas and the character they’re playing.

This absolutely doesn’t mean that the PCs need to all be similar – in fact, the game will be harder and less enjoyable if they are. Instead, try to encourage a diversity of characters, ones who all might be able to find something that motivates them during most sessions, with a reason – and *chance* – to build their Legend when they strap on their skates.

Character Legacy

One of the pillars of NewEdo's design was not only allowing players to create cool, unique characters but also to give them some influence over the future of the city. Regardless of whether it involves Intrigue, Espionage, or Combat stories, a good campaign should allow the decisions of the players and the actions of their characters to influence the direction of the Empire. The core theme of NewEdo is change, but we haven't tried to set out what that change should be; do you, as a group, want to preserve the old ways of the Empire, push her into an unknown future, or resist (or aid?!) the influence of foreign powers on her shore? This is a game about epic characters, and that will always be more rewarding when those characters' actions have a lasting influence on your campaign world.

Step 4: The Plot

Step 1 tells you what kind of conflicts your players want to resolve, and Step 2 helps determine the style and setting that will motivate them at the table. With these precedents establish, you should know what you and your players enjoy or want – traditional samurai stories or cybernetic spy stories or deep court intrigue – but how do you evolve that from a *preference* into a plot?

The best answer is to set your characters against the opposite of their outlook while matching their playstyle. The group who wants a combat-heavy samurai story should be set against militant agents of the future who won't take no for an answer. A group looking for a game of courtly intrigue where their characters may advance their **Status** should be set against cunning adversaries from an opposing bloc who aren't likely to debase themselves with violence. A table of rebellious hackers and malcontents should be set against cold-blooded government agents or corporate counter-intelligence spooks who aim to discredit the characters before trying to lock them up or silence them at the bottom of NewEdo Bay.

This is where NewEdo's multiple inflection points will make your life easier. Do your players generally favour tradition? Set them against agents of change. Do they desire adventure and discovery? Let them try to unlock the mysteries of **Kuroyama** or hold back the monsters of popular belief. Do they want to change the course of the Empire? The Court of the Moon, the impending battle for the Shogunate, the corporations of the city, and the agents of the **Hongse Collective** and the **Chicago Corpocracy** will all take a side in their efforts.

Step 4.1: The Characters Don't Get Along

Try as you might to guide players into creating characters who might have a common cause or reason to work together, it's inevitable that you'll at some point have characters at your table from opposing Factions or with strongly differing opinions on the future of the Empire. You may have successfully navigated through Steps 1 through 3 with everyone deciding on a down-and-dirty combat adventure, for example, but when the character sheets are presented, one player has created a stoic and conservative Earth Dragon from the **Eiko** while another has created a flashy, idealistic Operative from the **Tekun Alliance**.

When this happens, the best solution is to throw a unifying problem at them. All characters are citizens of the Empire, and very few will want to subvert her well-being (openly, at least). External forces make great boogeymen to motivate PCs to work together. Allow the characters to discover the seditious plot of agents of the Hongse Collective trying to undermine the stability of the Empire, or confound them with waves of increasingly difficult attacks by **monsters** from the deep waters of NewEdo Bay. Natural disasters, from earthquakes to monsoons, may threaten the citizens and infrastructure of the city, creating non-conflict problems for your characters to solve. Put the table in a position to work together, and they may roleplay their way into a foundation for a great story arc together.

Step 5: Allies & Adversaries

By this point, you should have an outline of the kind of story you'll be telling in NewEdo. An important step in fleshing out your adventure will be filling it with personalities appropriate to the Empire and to your plot.

The Factions and Paths of the game are a great starting point for this purpose and represent a wide variety of perspectives and purposes within NewEdo's political arena. Pluck NPC ideas from the basic concepts of the various Paths to act as allies, informants, and enemies of the PCs. Are your players a bunch of dreamer idealists and warm-hearted caregivers? Ally them with agents of the **Metro Response Directorate,** introduce a secretive but helpful **Oiran** with a mysterious plot hook, then shatter their idyll with the callous violence of the **Orderly Beneficent Association**, or shock them with a monstrous **Soul Eater** adversary.

The diversity of NewEdo's themes and settings provides you with a broad selection of tools when adding faces to your plot ideas. Ancient samurai, chatty tech-savvy Tanuki, orderly and stoic Kappa businessmen, mysterious Onmyoji, and even sentient **kami** and legendary creatures may all act as convenient personalities in your story that don't require excessive creativity on your part. Don't feel obliged to make every NPC unique – tropes and stereotypes are perfectly acceptable filler in even the most convoluted plots.

Finally, remember to use Legend as something to engage your players. Both PCs and NPCs have Legend, and as your PCs grow in power, they should be set against, and recognized by, increasingly powerful entities in NewEdo.

See **Appendix C** for a host of sample NPCs who might make great allies or adversaries in your story.

Step 6: Filling in the Details

The last step in creating a great story is to make sure that the world feels full and alive. NewEdo's civilized population comprises 50 million souls, all vying for space in a busy metropolis. The geography, architecture, and culture of the city's various districts are notably distinct, and a scene set in **Kitoshi** will have a much different feel than one set in **Glittertown**. **Corporations** may not run NewEdo but they certainly would like to, so don't neglect their presence and influence when setting the stage or creating a plot, even one that has nothing to do with corporate greed. Street vendors, shopkeepers, pedestrians, sensei, waiters, and even NewEdo's **colourful fauna** may not play an important role in your story, but how they act, and react, will elevate an evening's adventures from a routine videogame mission into a roleplaying story that your players will never forget.

The Kami of NewEdo

The kami described in **Chapter 8** are only a limited subset of the spirits who inhabit the world of NewEdo. Kami are the embodiment of ideas, and vice versa, and as such are limitless. Feel free to include any kami in your game that seem appropriate. Kami should be active entities in the narratives of NewEdo. While some of them can be cajoled into creating the Rotes, others are literally free spirits that have ambitions and goals, the same as any Faction in the city. Even the kami that characters invoke while using their abilities have a will of their own – some more or less sentient – and while they provide these services, some may eventually want a favour in return.

Kami can be anything from a vendor to an antagonist to a godlike being. Don't neglect their potential as you craft your stories of NewEdo.

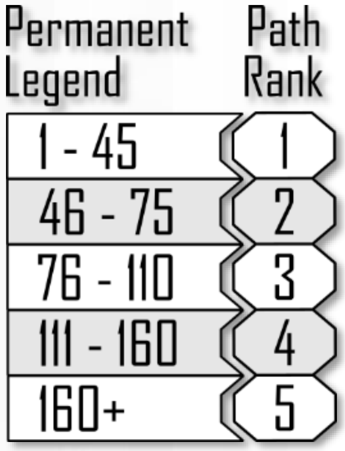
CHARACTER REWARDS

Character advancement can be one of the most motivating and engaging aspects of playing a TTRPG. Whether your players are minmaxers, metagamers, or enthusiastic roleplayers (or all three), finding the right balance of character rewards is an important part of your mission as storyteller. NewEdo was intentionally designed to provide iterative rewards to players – every game session should include a variety of major and minor rewards, timed to encourage whatever it is you want to encourage at your game table. Two of these reward systems are integral to the game – Legend and XP – so you'll need to keep on top of both. The game's various reward vectors are discussed below, to help you plan out your adventures.

Legend

It's generally expected that characters will gain between 3 and 6 points of Permanent Legend per game session. Something important to note early in your NewEdo storytelling career is that you don't need to give out an equal amount of Legend to every character each night. Legend should be used to reward creative problem solving and good roleplaying, encouraging your players to think outside the box, act as a team, and find alternate solutions. Of course, power imbalances need to be considered, and you shouldn't let any character's Path Rank lag the rest of the group by more than a session at most. Path Rank is not the primary driver of character power, but it *is* a very distinct differentiator on paper, and players whose characters lag the others will most likely become demotivated. Use differentiated Legend rewards sparingly and try to balance them out over time.

Path Rank advancement is staged to provide a fun and rewarding rate of character development that can be fine-tuned based on the playstyles and preferences at your table. Noting that most characters will start with a Permanent Legend score in the mid 20s, it should only take three to five sessions for the group to hit Rank 2. After that, Ranks are earned at a slowing pace: 6 to 8 sessions to hit Rank 3; 7 to 9 sessions to hit Rank 4; and 10+ sessions to hit Rank 5. That combines into a campaign of approximately 30 sessions before your characters hit Rank 5.



Permanent Legend	Path Rank
1 - 45	1
46 - 75	2
76 - 110	3
111 - 160	4
160+	5

Ultimately, the amount of Legend you grant to your PCs will determine how many superhuman things they get to do in the session. The goal of the game is to enjoy being awesome, so it's important to let your PCs be awesome. Being stingy with Legend will result in no one wanting to risk spending theirs, and eventually your players will opt to use Skills and abilities that don't have a Legend cost. That's a viable playstyle, but it's not the intent of the game. Legend sets a tone in your story – try to understand what level of *extraordinary* your players want and dish out Legend in an appropriate amount. And remember that giving out too much Legend will eventually reduce the risk-reward payoff for your players.

While it's exciting for players to build their Legend and go up in Ranks, these things only have a secondary effect on character power. New Path Rank abilities are fun and flashy, but the bulk of dice rolls will still be a Trait + Skill, and these attributes aren't affected by Legend. Experience Points (discussed below) are the primary driver of character power, allowing your players to lean into their favourite roles (and rolls) or diversify into new abilities.

Don't forget to top up your characters' Temporary Legend when they pull off incredible stuff. Players will need to manage Temporary Legend through their day, but you should use doses of it as a reward for fun or exciting roleplaying descriptions.

Experience Points

NewEdo’s Target Numbers and NPCs have been calibrated recognizing that many players will quickly seek to maximize their primary Skill or Skills and will aim for at least 30 in their primary Core Trait very early on. Traits and Skills get progressively more expensive (**in XP cost**) as characters progress, which will slow the power creep into the middle of your campaign, so don’t panic.

The pace of advancement and expected power level as characters reach Rank 5 has been tuned for an average XP distribution of ~20 points per session over the course of 30 sessions. Rather than just hand out 20 XP every session, though, it’s more rewarding to start with a lower number (say, 10) and add a few XP for each notable thing that was accomplished in an evening, but still hold some back to act as a big reward during sessions where the PCs overcome a major hurdle or turn a significant plot corner.

NewEdo’s Legend advancement schedule has been structured around campaigns or stories that feel like *seasons* that increase in length and intensity. A few quick sessions should see the PCs overcome their first major hurdle and propel them to Rank 2. That should be accompanied by roughly 5 x 20 = 100 XP (for each PC), though you can keep a good chunk of that back for the reward at the end of the season.

All characters should receive the same amount of XP each session. This chapter lists various other goodies that can be used as rewards to encourage the kind of play that you want to see at your table, but **handing out differentiated XP will always end up in hurt feelings and resentment.**

It’s up to you to decide what limits players may have on where they spend their XP. Some storytellers prefer to only allow advancement of abilities (Traits, Skills, Magic, etc.) that were actively used by the characters that session, while others simply don’t give a damn. This choice will drive slightly different playstyles, but neither will imbalance the power system of the game.

The Outline of a Very Simple Season One

Session 0: Players and storyteller discuss what kind of adventures they want to have and what themes interest them, and cover subjects like character death and game difficulty. You should also discuss your group’s social comfort zones, particularly if you’re not familiar with each other. Players may make their characters at the table, or at least leave with an understanding of what PCs will suit the game.

Session 1: Boom! Something exciting happens to throw the PCs together and get them motivated. Hook the players in with action and dialogue that suits your theme and leave them with a clue or teaser to bring them back.

Session 2: The Grind. Deliver some answers and give the PCs minor victories but keep the primary enemy or plot hook secret. This session should let players test their PCs and show off some powers. Hand out some bonus Legend and Fate Card lines.

Session 3: Disaster strikes – push the limit of your agreed-on difficulty level. Players should feel like they might not “win” every encounter. Leave them battered and bruised but try not to kill anyone. End the session by giving them a major clue to your plot. Make sure everyone is still ok with the difficulty and themes.

Session 4: Hope emerges, ideally based on cool ideas or creative thinking by your players. This is the car chase scene, the defuse-the-bomb scene, the tense-game-of-*Go*-with-everything-on-the-line scene. Major forces are swirling around the PCs, some helpful, some adversarial – give the players a taste of importance, of building their characters’ Legend. End the session on a cliffhanger.

Session 5: The Showdown. The PCs should’ve already figured out who the big villain is, and now they get to face them directly. Make sure to include a series of smaller, rewarding interactions (minor combats or verbal sparring or tricky but manageable puzzles) to hype up the players, get their blood pumping. They should overcome the villain or achieve their primary goal to great accolades. Hand out enough Legend to get them to Rank 2!

Then drop your plot hook for Season Two…

Backgrounds

Backgrounds represent character context. Players may actively seek to advance their characters' Backgrounds during play but, more often, something will happen during a story that will indicate that a character has increased a particular Background as a result of the adventure. In these instances, it's totally appropriate to hand out extra Background points during or after a session.

For example, you might be playing a story of techno-espionage with a group of cunning and resourceful characters. During an evening's adventure, someone may go to great lengths to befriend a security guard while attempting to access a mainframe. That act, of befriending the guard, lies outside the strictly necessary steps of the mission, so should be rewarded, in this case with an increase to that character's **Contacts** Background. A bonus reward of 2 to 3 points in a particular Background is very reasonable in instances like these.

Players are limited to purchasing two Background points per session with XP, which adds up slow. This pace was set for your benefit – PCs with Rank 4+ in any Background can become a pain in the ass. Many players won't care about Backgrounds as long as they're improving their *active* abilities, but if your players are excited to run stories that boost their Backgrounds, and engage deeply in those plots, then you can dole out chunky Background rewards, particularly at early levels. Going from Rank 1 to Rank 2 in a Background feels rewarding, especially if a player didn't have to sacrifice XP to do so.

Fate Card Bonuses

A character's Fate Card is their source code, their fundamental track record of decisions made, Skills and abilities learned, and encounters survived. Players will curate their characters' Fate Cards with various goals, and that should be encouraged – this will mean that two characters with the same Lineage and Path may end up with wildly different potential, which was a primary design goal of NewEdo. Seriously, we hope you have fun with it.

You can encourage this character depth by granting free Fate lines during or after play, based on the actions taken by characters at your table. Whether you hand out bonus percentages to existing lines that came up in play, or create wholly new Fate lines for your PCs, is up to you. Either way, players tend to come to love these bonuses, as they codify the unique arc of their characters' stories.

Creating new Fate lines to grant mid-session can be difficult but is very rewarding. A handy trick, once you've learned a few of your players' habits, is to make up Fate lines in advance that suit the actions your players tend to favour, then grant those Fates (or a bonus to their chance) when players take those actions.

For example, Betty always roleplays that her character winks at an enemy before shooting at them. To reward this charming but statistically pointless character depth, Betty's storyteller grants her character a **+2% "Target enemy becomes Enthralled by you for one Turn"** line to her Fate Card. Betty is thrilled and everyone has a good chuckle. Makes ya feel good, eh?

CHARACTER DEATH

Legends are hard to kill, but everyone's turn on the wheel ends eventually. There are typically three scenarios that lead to character death: a player is leaving the group, a player is tired of their character and wants them to go out with a bang, or something crazy happens and one or more characters are killed in action. The first two are great opportunities for storytelling and roleplaying and should make for an exciting game session, but ultimately those scenarios aren't contentious – you and the player both know what's going to happen.

The latter scenario, when a character looks like they're going to be killed in action unexpectedly, warrants further consideration by you as the storyteller. If your table has gathered to play a light-hearted adventure game for camaraderie and discovery, then letting a character die may also kill the vibe.

NewEdo isn't a narrative game where players get a chance to retcon their decisions. If a character falls into mortal peril or the dice just go against them, it's up to you, as storyteller, to decide if *now* is the right time for a character to die. You've got options if the time isn't right:

- Your first and best bet is that character's thread of Fate: the universe may tell them that this isn't their time. Invoke *deus ex machina* and change the situation – introduce an unexpected hero, crash a car through the window, awaken a helpful kami, etc. If you take this route, a great way to tie things together is to give the character a new, burdensome line on their Fate Card – a black mark imbued on their soul by a close brush with death. Use this chance to make the story deeper.
- Your other option is to rewind the scene one Round. Make it clear to the players that their luck turned the wrong way, that *chance* got in the way of the story and fun, and let them retake their Turns. Call it a glitch in the matrix or the intervention of a powerful Time Shugonshi.
- You can always fudge your rolls, too, y'know...

A Brief Treatise on Probabilities

NewEdo, you may have noticed, uses a lot of dice. Many rolls involve many dice, of all different number combinations. Players and storytellers new to this kind of system may find this intimidating at first, but as a storyteller you should come to be comforted by the size of dice pools in NewEdo's mechanics.

The thing about rolling lots of dice is that results are more likely to approach an average. The average roll on one d20 is 10.5 but you're equally likely to get a 1 or a 20 as get an 11 or 7 or whatever – the probability distribution is flat. Every number has a 5% chance of coming up. Game geeks call these kinds of results "swingy" because you can get a 2 one turn and a 19 the next with the same likelihood.

Compare that to NewEdo's dice pools where a starting character will often be rolling something like 2d10 + 1d6 + 1d8. The average of that dice pool is 19 (ignoring exploding 10s, for now). With all those dice adding up, though, the probability of rolling a number somewhere in the range of 19 is much higher than rolling below 10 or over 30 – the probability curve is 'normal' (bell shaped), with 19 in the middle-ish.

So how does that help you? When you pick up your dice pool to roll against a character, you can quickly estimate what the result will be and compare that to the character's **Resolve** or **Defence**, or their current **HP** – if the dice pool seems like it's going to result in the kind of roll that will incapacitate a character at an inappropriate time, just drop a d10 or two. Don't let the rules and statistics of the game ruin everyone's fun.

A few further points to help in this process:

1) All NPCs and monsters only use d8s for their Skill rolls. The average result of a d8 is 4.5
2) 1d10 + 1d8 on average = 10
2d10 + 2d8 on average = 20
3d10 + 3d8 on average = 30
4d10 + 4d8 on average = 40
5d10 + 5d8 on average = 50

APPENDIX A: PET CREATION & RULES

Certain Paths grant your character the ability to summon or create a pet, which can be one of three types (**animal**, **kami**, **robot**) depending on your Path. Your pet is an ally that you control during play. It takes its Action(s) on your Turn and follows your instructions whenever possible. More intelligent (Savvy) pets may be used for more creative and complicated tasks, while dumber pets are only capable of following very basic instructions.

Your pet may act in any sequence with your character on your character's Turn. You issue commands to your pet using a Quick Action on your Turn, but in the absence of commands your pet will generally behave in your best interest – defending you or assisting as best as it's able. You don't have to use a Quick Action every Turn to control your pet; rather, you only need to use a Quick Action to change its instructions (from defending to running away, or from hiding to attacking, for example).

Pet Rules

With this game's focus on customization and the importance of personality (and roleplaying) for each character, we've chosen to present the rules for creating a pet rather than create a limited series of pets for you to choose from. This allows players to be as stylish as they want when given the option to obtain a pet, rather than force them to choose based on their perception of best attributes and suffer with some sidekick that doesn't suit their concept. You should create a pet that complements the strengths and weaknesses of your character, or just create one that will be fun to interact with.

The following general rules apply to all pets:

Pets have a Rank, which is always equal to your Path Rank. If you go up in Path Rank and have a pet already, your pet goes up in Rank and gains power (see the advancement table on next page).

Pets get access to a limited selection of Skills, but don't gain the special abilities associated with any Skills – they have Skill Rank and Focus like characters but never gain the extra abilities of the Skill.

Pets don't have Wound tiers. If a pet has any damage at all, it has a -5 penalty to all Skill rolls (including attacks). If a pet reaches 0 HP at any point, it dies or is destroyed.

Pets heal their full HP every **Rest**, may only Rest once per 24 hours, and may Rest at the same or different time as their master. Only animal pets may be targeted by healing abilities (Skills, Augs, Rotes). Kami may be healed by transferring them HP from a character's HP total as a Full Action by the character. Robots may be **Repaired** (10 Legend, Full Action – roll Hardware Skill only to heal a robot pet that much HP).

Pets can't call **Raises** on their attacks.

Pets don't usually add **Power** to melee damage; the damage listed on the table on the next page is the only damage they do on a successful hit (barring other abilities listed elsewhere).

All pets' Core Traits start at 6, except Shinpi, which is always zero and can never be increased.

Pets have two attack options: melee and ranged. You must choose one when you create your pet and can't switch between them until your pet gains Ranks and gets a new attack option (see the table on the next page).

A character may always communicate with their pet up to a range of 10m. Pets can communicate with their masters but no other entities unless you take the necessary **Passive Ability** to do so. Their communication range can also be increased as a special power.

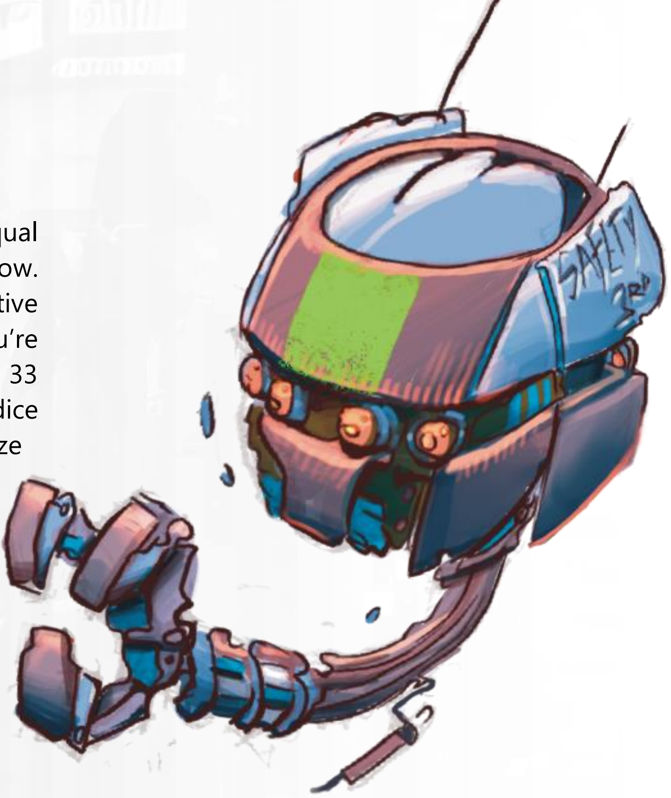
All pets have a physical form that can be detected with normal vision and be harmed by all types of damage. Kami pets may fade in and out of our realm but in combat are considered no different than corporeal creatures.

Pets don't have a Fate Card.

Other than these rules and the limits set out in the next table, there is no limit on what your pet can look like or how it acts. Get creative and have fun.

Pet Creation

When creating your pet, find its Rank (which is equal to your character's Path Rank) on the table below. The Traits and Skills resources are cumulative through the Ranks. So, for example, if you're creating a Rank 3 pet, you'd get +13 +10 +10 = 33 points to assign to Traits and 4d6, 3d8 and 1d12 dice to assign to Skills. You may choose your pet's Size based on the options listed under its current Rank: either 8 or 9 at Rank 1, expanding to anything from Size 6 to 9 at Rank 5. Larger pets (recall that larger creatures have smaller Size values) have higher HP Modifiers but are easier to hit in ranged combat. It's up to you how that trade-off will affect how you build your pet. You must use the HP Modifier for the Size of pet you're building – you can't make a Size 9 pet with a 2.5x HP Modifier, for example.



	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
Traits	+13	+10	+10	+10	+11
Move	Character Move	Character Move	Character Move	Character Move	Character Move
Size Options	8 or 9	8 or 9	7, 8, or 9	7, 8, or 9	6, 7, 8, or 9
HP Modifier	Size 8: 1.5x Size 9: 1.0x	Size 8: 1.5x Size 9: 1.0x	Size 7: 2.0x	Size 7: 2.0x	Size 6: 2.5x
# of Actions or Attacks	0 attacks 1 Action	1	1	2	2
Attack Options (Kinetic damage)	n/a	Melee: 1d8 Projectile: 1d6	Melee: 2d6 Projectile: 2d4	Melee: 3d6 Projectile: 2d6	Melee: 5d6 Projectile: 2d10
Melee Range **Projectile Range**	n/a	1m 4m	1m 6m	2m 10m	3m 15m
# of Skills Known	2	3	3	3	4
Skill Dice	2d8, 2d6	+1d8, 1d6	+1d12, 1d6	+2d8	+1d12, 1d8
# of Active Abilities	2	2	3	3	4
# of Passive Abilities	0	1	1	2	2

Traits

Pets' Traits all start at 6, except Shinpi, which starts at zero and can never be raised. At Rank 1, you may add 13 points to your pet's Traits as you see fit.

Otherwise, your pet's Traits function mostly the same as your character's. Melee attack rolls use Power, and projectile attack rolls use Perception. If your pet rolls a contest that uses a Trait rated below 10, they don't add any dice for the Trait. Like with characters, Trait dice are rolled starting at Rank 1, or between 10 and 19 points. A pet with Savvy 6 is considered just barely intelligent enough to follow instructions, like a puppy or a robot from the 1980s.

Your pet's Derived Traits are calculated a little different than your character's. A pet's Move is a function of its master's Move (see table). Otherwise, pet Derived Traits are calculated as follows:

Initiative = Reflex + Savvy (only used as a tiebreaker; otherwise, it acts on your Turn)

Defence = (Power + Reflex) x 0.6

Resolve = (Heart + Presence) x 0.6

HP = HP Modifier x Heart

Anything that affects group or ally stats also affects your pet's stats.

Move

Pets have the same Move score as your character, including any modifications. Pets may also use the Sprint Action to add a further full Move distance, but this uses up one Action for the Turn. Unless you take a special ability, your pet can only move along the ground. For aesthetic purposes, you may describe your pet as floating or flying up to a height of 2m, but it can't go anywhere a walking character wouldn't be able to reach.

Size

At Rank 1, your pet may be either size 8 or 9 – your choice. Recalling that higher numbers equal smaller creatures, a smaller pet is typically harder to hit with a gun. On the other hand, a smaller pet has a lower HP Modifier. As your pet gains in Ranks, you may increase its Size and HP Modifier at the expense of making it easier to shoot at. For **reference**, a wolf is approximately Size 6, a car tire is Size 7, a cat is Size 8, and a baseball is Size 9.

HP Modifier

The bigger the pet, the more Health it has, as measured by its HP Modifier. This modifier works the same as your character's, with your pet's total HP equal to its Heart Trait x HP Modifier.

You're never required to increase your pet's size as it gains Ranks; if you'd like it to stay size 9 forever, no problem. The table on page 269 only shows increased HP Modifiers to save space, and if your pet never changes Size, then its HP Modifier never changes.

Actions

Pets only have Actions, rather than Full and Quick Actions like your character, and may use as many Actions per Turn as listed on the table. At Rank 1, your pet can't make any attacks with its Actions (including Active Ability attacks; see below). But starting at Rank 2, your pet can attack or use one of its Active Abilities with an Action. Once a pet reaches Rank 4, it gets two Actions per Turn. At this point, your pet can attack twice, or use two Skills in a Turn, **but it can always only use one Active Ability per Turn.**

Pet Actions may be used for only four things: attacks, Sprint, Skills, or Active Abilities.

Attack Options & Range

Once your pet gains the ability to attack at Rank 2, you must choose whether it makes melee or projectile attacks (though both use the same pet Skill called *Attack*), and this choice is permanent. Obviously, your pet's attacks should suit its type – robots might shoot lasers or attack with blades, animals typically attack with claws or beaks, and kami may throw lightning bolts or rend targets with inhuman fangs. Choose whatever style suits you and your pet. Once your pet reaches Rank 4, it can make both melee and projectile attacks (your choice each Turn), but each still takes an Action.

Associated with their attacks, your pet's range depends on whether you chose melee or projectile attacks. As it gains Ranks, your pet's attacks may be made at greater range.

If a pet is going to attack, it will use the Attack Skill from the list below. Melee attacks are rolled as Power + Attack versus the target's Defence, while projectile attacks are rolled as Perception + Attack versus the target's Size x 3. **All pets' projectile attacks use a Ranged TN Modifier of 3.0x, up to the maximum range listed in the table on page 269**. Damage for each type of attack is listed on the table as well.

Pet Skills

Your pet may learn up to the number of Skills listed in the Pet Creation table. Available Skills depend on your pet's type, as follows:

# of Skills known by Rank: 2 / 3 / 3 / 3 / 4

Animals	Kami	Robots
Athletics	Arcana	Attack
Attack	Attack	Computers
Intimidation	Intimidation	Investigation
Stealth	Investigation	Security
Survival	Stealth	Stealth

At Rank 1, you may assign two d8s and two d6s to your pet's Skills, but no Skill may be higher than Rank 3 (three dice, the same as new characters). As your pet goes up in Ranks, it may learn more Skills and gains extra dice to add however you see fit; if you'd rather put more dice into its current Skills, you don't need to add extra Skills. The # of Skills in the pet creation table is the maximum it may learn, not the mandatory number. Starting at Rank 2, your pet may have up to five dice in any Skill.

Regardless of your pet's Rank in any Skill, it doesn't gain the special abilities associated with the Skill descriptions from that chapter. Pets may roll a Trait + Skill in a contest like a character, but they don't get all the awesome extra goodies that characters do as they advance their Skills.

Active Abilities

Other than attack, Sprint, or use its Skills, these Active Abilities are the only other use your pet may make of its Action(s) on its Turn. Active Abilities are special powers that mimic the cool shit that characters can do, but on a much simpler level. Your pet can know a total number of Active Abilities based on its Rank, as listed in the pet creation table. As it gains Ranks, your pet learns new abilities, but you can't swap out abilities once your pet has learned them. **A pet may only use one Active Ability per Turn regardless of how many Actions it has.**

Like Skills, the Active Abilities available to your pet depend on its type, as follows:

# of Active Abilities known by Rank: 2 / 2 / 3 / 3 / 4

All Pets		
Assist	Defend	Distract
Animals	**Kami**	**Robots**
Power Attack	Confuse	Heal
Taunt	Enshroud	Remote Hack
Trip	Transference	Snipe

Assist: your pet uses its Action to add its Skill roll (Skill only) to a Skill roll your character makes. You must be using the same Skill for this to be effective. A pet's Attack Skill can Assist any PC attack roll.

Defend: your pet uses its Action as an **Interrupt** to get in the way of an attack that would otherwise hit you, taking all the damage from the attack.

Distract: in some manner suitable to its type, your pet distracts one target for the Round, giving characters Advantage on Stealth or other rolls that may benefit from a distraction. This Ability doesn't grant any bonuses in combat.

Animal Active Abilities

Power Attack: your pet makes an unarmed attack as normal (Power + Attack) and, if it hits, it adds its Power to the damage roll (rolled as Ranks, the same as characters).

Taunt: your pet aggravates one target such that the target has Disadvantage on attacks against anything other than your pet until the start of your next Turn.

Trip: by getting underfoot or snagging clothing, your pet attempts to trip one target. Your pet rolls Reflex versus a TN of 7 and, if it succeeds, the target is **Grounded**. Does not work on targets with Reflex of 25 or higher.

Kami Active Abilities

Confuse: your pet whispers in one target's ear, telling them abstract secrets from the spirit world. Roll your pet's Presence versus a TN of 7; on a success, the target becomes confused and will act erratically for one Turn (as determined by the storyteller). Particularly powerful targets (Legend 46+) may use a Quick Action on their Turn to shake out of their confusion, rolling Savvy + Survival against your pet's original Presence roll as the TN.

Enshroud: your pet kami wraps itself around you, acting as both a physical and emotional guardian. As long as your pet is enshrouding you (which takes one of its Actions every Turn), attacks against you are made at +[pet Rank] TN and you gain +[pet Rank] **Resolve**.

Transference: your pet can transfer some of its life energy into an adjacent target. The target is healed for [Rank]d8 HP, but your pet takes half the rolled amount (rounded up) in Arcane damage. The damage to the pet can't be **Soaked**.

Robot Active Abilities

Heal: your pet spritzes that magic spray they use in European football when someone gets hurt, immediately healing an adjacent target for [Rank]d4 HP.

Remote Hack: using on-board hardware, your pet jacks into an adjacent computer system, granting you remote access. You must still be within communication range of your pet for this Ability to be useful.

Snipe: your pet makes a special projectile attack using the following systems: the effective Range is twice their normal projectile Range; the Range Modifier is 4.0x; the attack is rolled as normal (Perception + Attack); and, if the attack is a success, damage is equal to your pet's base damage plus an additional 1d10 Kinetic damage.

Passive Abilities

Passive Abilities give your pet a permanent new ability or stat boost and are considered always active (they don't take an Action to activate). There are no restrictions regarding which pet type can access these abilities.

# of Passive Abilities known by Rank: 0 / 1 / 1 / 2 / 2

All Pets		
Assassin	Charm	Coms Boost
Damage Type	Ethereal	Explosive
Movement	Soak	Thermal Vision

Assassin: successful attacks your pet makes against Surprised targets gain +1d10 bonus Kinetic damage in the first Round of any combat.

Charm: your pet has a pleasing appearance, granting you Advantage on **Banter**, **Eloquence** and **Seduction** Skill checks when it's in your presence.

Coms Boost: your pet gains a variety of communications improvements: it can communicate with entities other than its master (though may be limited by its Savvy) within a range of 10m; it can communicate with its master telepathically within a range of [Rank x 100] metres; and it understands all spoken languages.

Damage Type: damage done by your pet is converted to one of the following damage types: Biological, Arcane, or Elemental. This is a permanent change.

Ethereal: your pet is incorporeal or ghostly. While not completely invisible, it's difficult to see (beings have Disadvantage on rolls to spot it). Your pet can't interact with any physical objects, can't be harmed by or do any harm to physical creatures, but *can* pass through physical barriers. This severely limits your pet's ability to accomplish tasks in the material world.

Explosive: if your pet dies, it explodes in flames doing 2d10 Elemental damage to everyone within a 2m radius of it who fail (or can't make) a Quick Action **Interrupt** roll of Reflexes versus TN 15.

Movement: your pet gains a flying, swimming, or climbing Move speed equal to its Move trait, and adds + [Rank] to its Move.

Soak: your pet gains [Rank] **Soak** in your choice of two damage types.

Thermal Vision: your pet can see in the thermal spectrum up to a range of 10m.

PET DEATH AND REPLACEMENT

If damage brings your pet to zero HP, it's immediately killed or destroyed. For animals and robots, this is a simple termination of their functional self; kami pets that are destroyed disappear into the spirit world and may never return. Your character also loses [Rank x 3] points of Temporary Legend immediately. If your character is Burning Legend and has 0 HP, and this effect would bring them to 0 Temporary Legend, they instead drop to 1 point of Temporary Legend and have really, really hurt feelings. Pet death can't immediately cause character death.

If your pet dies, you may find or create a new one over the course of one week. This costs no Legend or money but takes up all of your time for the week.

Pet Creation Example:

On the following page is the pet information sheet for a robot pet named Mister Inspecto. Mister Inspecto is the pet of **Salty**, a Rank 1 Seibishi who works for the NewEdo **Bridges & Tunnels Division**. Salty uses Mister Inspecto to investigate blocked sewers, fried mechanical tunnels, and glitched electrical panels that are too dangerous (or dirty) for Salty to bother with. Mister Inspecto was created using the rules from this chapter, summarized as follows:

Traits: all of Mister Inspecto's Traits started at 6, and Salty spent 13 points increasing his Reflex to 10, Perception to 11, and Savvy to 10. This will make Mister Inspecto smart enough to report back anything interesting he finds.

Size and HP Mod: while smaller is better in tight access tunnels, Salty wanted Mister Inspecto to survive a few bumps and scratches, so he opted for Size 8, which gives his pet a 1.5x HP Mod.

Attacks: as a Rank 1 pet, Mister Inspecto gets no attacks.

Skills: since Mister Inspecto will be helping Salty in his job, he needs the **Investigation** and **Security** Skills, which will be useful for figuring out problems, particularly inside complex access panels.

Active Abilities: Assist and Remote Hack are obvious choices for Mister Inspecto, who's supposed to act as an extension of Salty's hands.

Passive Abilities: at Rank 1, Mister Inspecto doesn't get any Passive Abilities yet, but Salty is excited for when he can give Mister Inspecto the Coms Boost and, eventually, Thermal Vision abilities.

NEWEDO PET INFORMATION SHEET

PET NAME Mister Inspecto
PET TYPE (ANIMAL, KAMI or ROBOT) robot

RANK	SIZE	MOVE	ATTACKS OR ACTIONS PER ROUND
1	8	5	1

no attacks yet

REFLEX	POWER	HEART	PRESENCE	PERCEPTION	SAVVY
10	6	6	6	11	10

	INITIATIVE	RESOLVE	DEFENCE
BASE	20	8	10
MOD			
FINAL	20	8	10

SOAK

KINETIC	
ELEMENTAL	
BIOLOGICAL	
ARCANE	

HEALTH POOL

HP MODIFIER 1.5x
MAX 9
CURRENT
SKILL PENTALTY WHEN BELOW FULL HEALTH -5

PASSIVE ABILITIES

NAME	DESCRIPTION
	unlocks at Rank 2
	unlocks at Rank 4

SKILLS

SKILL	FOCUS					TRAIT
Investigation	d6	d8	d	d	d	PER
Security	d6	d8	d	d	d	SVY
	d	d	d	d	d	
	d	d	d	d	d	

ACTIVE ABILITIES

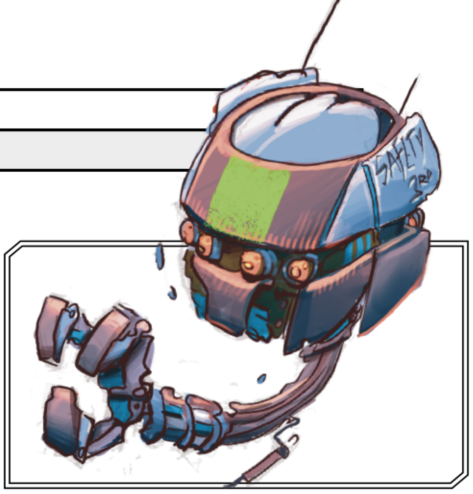
NAME	DESCRIPTION
Assist	may use its Action to roll a Skill and add the total to my (same) Skill check
Remote Hack	can gain access to a computer system and grant me access w/i 10m
	unlocks at Rank 3
	unlocks at Rank 4

COMBAT

	Melee or Ranged	Range	Damage	Description
Primary Attack		m		
Secondary Attack		m		

Modifications, appearance, personality, other notes

Mister Inspecto is a sexy-assed observation drone that
I installed a manipulator arm on, for screwing around
with dirty and dangerous shit that I don't want to touch



See page 306 for a blank pet information sheet for you to fill out with the details of your own beloved sidekick.

APPENDIX B: MORE VEHICLES

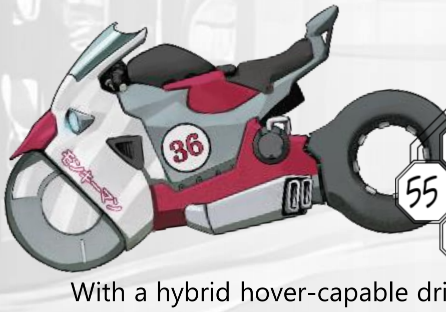
Bikes

the Fernando

20	HEART	PRESENCE	10
35	POWER	PERCEPTION	6
25	MAX REFLEX	SAVVY	6

4	SIZE	ACCELERATION	91
18	DEFENCE	TOP SPEED	91
3	SOAK	DAMAGE	3d10
1	QUALITY	PRICE	¥9,400
1	CAPACITY	HP	50

The legendary Fernando is NewEdo's favourite piece of shit motorbike. Powered by a 155-cc genuine combustion engine that's been heavily restricted for emissions, the Fernando is neither fast nor sexy but remains a staple of wannabe gangers and delivery drivers throughout the city.



Husky 600

25	HEART	PRESENCE	18
55	POWER	PERCEPTION	6
35	MAX REFLEX	SAVVY	10

4	SIZE	ACCELERATION	253
21	DEFENCE	TOP SPEED	253
3	SOAK	DAMAGE	3d10
3	QUALITY	PRICE	¥63,300
1	CAPACITY	HP	188

With a hybrid hover-capable drive system that only relies on rubber for steering, the Husky 600 is a first-gen HCV that still turns heads. It's fast as fuck, boy.

Saiko F-Type

20	HEART	PRESENCE	22
45	POWER	PERCEPTION	20
45	MAX REFLEX	SAVVY	10

4	SIZE	ACCELERATION	252
24	DEFENCE	TOP SPEED	252
4	SOAK	DAMAGE	3d10
4	QUALITY	PRICE	¥141,280
1	CAPACITY	HP	200

Manufactured by the enigmatic Saiko Corporation, the F-Type is NewEdo's only true pure-hover vehicle. It's a one-seater with a semi-enclosed cockpit and magnetic drive system that can levitate the whole vehicle roughly 30cm off the ground. The F-Type ain't pretty, but your dates will be.

Cars

Waru Shafter

25	HEART	PRESENCE	6
25	POWER	PERCEPTION	6
20	MAX REFLEX	SAVVY	8

3	SIZE	ACCELERATION	32
13	DEFENCE	TOP SPEED	65
5	SOAK	DAMAGE	3d10
1	QUALITY	PRICE	¥13,220
2	CAPACITY	HP	83

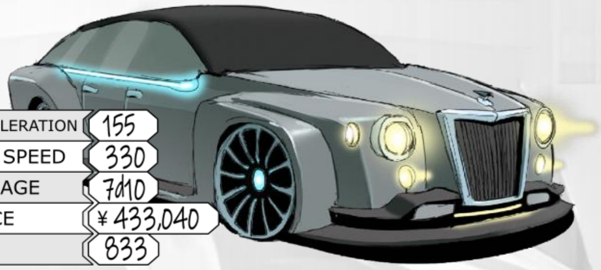
Even Waru has trouble coming up with a marketing reason why anyone would buy the Shafter instead of just taking the train. It's slow, ugly, only seats two, and is notoriously unreliable. Despite these objective truths, the Shafter has a cult-like following among NewEdo's youth, and many of these little cars make it upwards of a million kilometres before finally finding the scrapyard.

Saiko Z-Type

HEART	30	PRESENCE	12
POWER	40	PERCEPTION	6
MAX REFLEX	25	SAVVY	8

SIZE	3	ACCELERATION	73
DEFENCE	14	TOP SPEED	144
SOAK	5	DAMAGE	5d10
QUALITY	2	PRICE	¥ 27,100
CAPACITY	4	HP	200

Saiko's Z-Type is a compact sedan that's the definition of functionality. With four doors and a hatch, it offers easy access to an admittedly tiny passenger compartment that isn't well suited to large individuals. The Z-Type is a modder's dream, as the car's archaic on-frame construction offers nearly unlimited potential for customization and bolt-ons.



Demitz Ginza

HEART	50	PRESENCE	35
POWER	50	PERCEPTION	15
MAX REFLEX	35	SAVVY	15

SIZE	3	ACCELERATION	155
DEFENCE	19	TOP SPEED	330
SOAK	8	DAMAGE	7d10
QUALITY	5	PRICE	¥ 433,040
CAPACITY	5	HP	833

The Demitz Ginza is a tank wrapped in leather and luxury. Utilizing repulsor technology for its suspension and safety systems rather than the frivolity of levitation, the Ginza oozes comfort and opulence. With standard options like bullet-resistant glass, lethal-adjacent theft deterrence, and traffic-shunting management routines, the Ginza will get you there safely and in style, well ahead of the angry mob of commoners you blew past en route.

Metro Police Cruiser

HEART	35	PRESENCE	10
POWER	45	PERCEPTION	20
MAX REFLEX	40	SAVVY	15

SIZE	3	ACCELERATION	108
DEFENCE	19	TOP SPEED	207
SOAK	6	DAMAGE	6d10
QUALITY	3	PRICE	¥ n/a
CAPACITY	5	HP	350

While not the fastest vehicle on the road, a typical police cruiser is built solid and is equipped with a variety of recording, tracking and sensory equipment that makes it nearly impossible to evade in a chase. Every cruiser is bio-tagged to its officer, so these things can't be stolen without a very competent hacker on hand.

SUVs

Saiko J-Type

HEART	40	PRESENCE	18
POWER	30	PERCEPTION	10
MAX REFLEX	20	SAVVY	6

SIZE	3	ACCELERATION	50
DEFENCE	14	TOP SPEED	108
SOAK	7	DAMAGE	4d10
QUALITY	2	PRICE	¥ 53,300
CAPACITY	2	HP	267

More of a civilian military vehicle than a recognizable SUV, the J-Type is a four-wheel-drive offroad machine built for tearing through the wilds of **Tamashinda** instead of cruising through **The Crossing**. Sold without fancy accessories like body panels and a roof, the J-Type is intended to be a platform upon which road maniacs can assemble their dream beast. Out of the box, it's got a chassis, four wheels, a drivetrain, and a roll cage; what you do with the rest is up to you...

Yankee Oppressor

60	HEART	PRESENCE	25	3	SIZE	ACCELERATION	124
42	POWER	PERCEPTION	15	19	DEFENCE	TOP SPEED	277
30	MAX REFLEX	SAVVY	15	8	SOAK	DAMAGE	6d10
				5	QUALITY	PRICE	¥ 227,400
				7	CAPACITY	HP	1,000

The Yankee Oppressor lives up to its name, weighing nearly 4,500kg and driven by twin motors taken out of Yankee's industrial line of trucks. The Oppressor isn't used by police or military forces but was designed to look like it is. Despite this vehicle's size, it can achieve fantastic speeds. In combination with its relatively responsive suspension, the Oppressor is an all-in-one solution for most problems you may encounter or cause on the roads of NewEdo.

Other Vehicles

NewEdo BRT Special

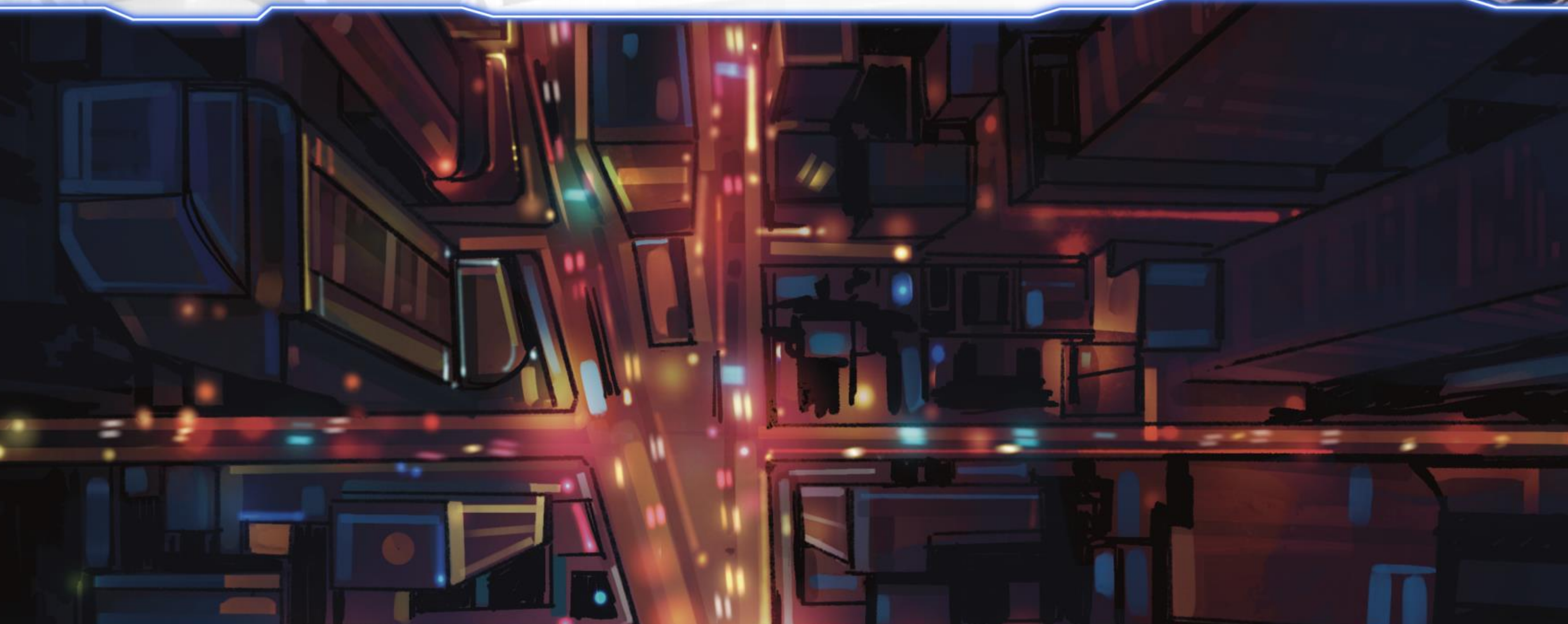
67	HEART	PRESENCE	3	2	SIZE	ACCELERATION	31
30	POWER	PERCEPTION	10	9	DEFENCE	TOP SPEED	108
10	MAX REFLEX	SAVVY	6	7	SOAK	DAMAGE	6d10
				2	QUALITY	PRICE	¥ n/a
				48	CAPACITY	HP	670

NewEdo employs a broad range of buses in its fleet, but the BRT Special is the most common and most recognizable of them all. With all the aerodynamics of a brick, the BRT Special does not make for an ideal getaway vehicle, but who cares about style when you're saving the environment?

NEOSAMA Deployer

60	HEART	PRESENCE	25	2	SIZE	ACCELERATION	68
40	POWER	PERCEPTION	25	14	DEFENCE	TOP SPEED	224
20	MAX REFLEX	SAVVY	15	12	SOAK	DAMAGE	9d10
				4	QUALITY	PRICE	¥ n/a
				11	CAPACITY	HP	1,200

The Deployer is a three-axle, 15,000 kg monstrosity used to scare the shit out of anyone who gets, or might get, on the wrong side of NEOSAMA. Typically equipped with non-lethal deterrents like water cannons and a flashbang perimeter response, the Deployer is highly modular and can be upgraded and customized to suit any tactical situation that NEOSAMA might find themselves in.



APPENDIX C: DENIZENS

The characters created by the players at your table are the heroes – the stars – of the story. But to make that story interesting, the world needs to be filled with supporting actors to act as allies and adversaries, informants, love interests, merchants, innocent bystanders, and evil villains. These non-player characters (NPCs) are all controlled by the storyteller and can be anything from a Human on a bike going to work, to a fire kami guarding an important temple, to a **Dojiin** messenger on its way to the palace. This appendix provides a list of sample NPCs, including people (other citizens of the Empire who may share a Lineage with the PCs) and creatures.

Included in this section are **pregenerated characters** that players may opt to use instead of creating their own PCs.

NPC Game Mechanics

NPCs in NewEdo share all the same fundamental building blocks as player characters: they have Core and Derived Traits, may use Magic or Augmentations, some have Backgrounds, many use equipment, etc. But since the storyteller may have to control a number of NPCs in every encounter, the game mechanics for NPCs have been streamlined to make things easier, as follows:

NPCs may have the same Skills as PCs, but they don't get the bonus abilities associated with any of those Skills' Ranks.

NPCs only use a Focus die of d8 for their Skills; they never have d4, d6, or d12. This means that an NPC's Skill can be written simply like this: "Stealth 3", implying that that an NPC would roll 3d8 any time they attempt a Stealth contest.

Instead of having different combat Skills, NPCs just have the Attack Skill, which is rolled during any attack actions.

NPCs don't differentiate between Quick and Full Actions. They only have a number of Actions that can be used each Turn, typically for attacks, casting, using one of their Skills, or Active abilities.

Instead of Skill abilities, magical Rotes, or cool Aug powers, NPCs are described with Active and Passive abilities that may be derived from any of these sources. Active abilities cost an Action to use while Passive abilities are always in effect.

Any NPC with attack statistics may attack as an Action, but NPCs may only attack a number of times in a Turn equal to their Rank, even if they have more Actions available.

NPCs may make use of all of the **auxiliary action abilities** that characters can, including **Assist**, **Disengage**, **Evade**, **Sprint**, **Take Aim**, and **Take Cover**. These all use up one of the NPC's Actions for the Turn.

NPCs don't have Skill Penalties when they're wounded. Instead, if an NPC has between 50% and 99% of their HP, you drop one of their Skill dice from their dice pool. If an NPC has less than 50% of their HP, drop both of one Skill dice and one d10 from their dice pool. This is a non-cumulative penalty.

NPCs don't have a Fate Card.

Common NPC Powers

NPCs, particularly monsters, may have supernatural abilities that are unavailable to player characters. These abilities are meant to give depth to encounters beyond accounting for damage. Two of these abilities act as a sort of clock on an encounter, where the longer the PCs take to deal with a situation, the more likely they are to be incapacitated by effects other than damage.

In the following descriptions, you'll see variables like X and Y used, meaning that different NPCs will have different values for those variables.

For example, the Horror Girl creature has Horror (4d10, 4), so you would replace the X and Y variables from the description below with 4 and 4 when a Horror Girl uses this ability.

Climbing, Flying, or Swimming

An entity with one or more of these Passive abilities may climb, fly, or swim at the same rate as their Move stat, unless otherwise noted (some may fly or swim faster than their Move, for example).

Enthral (Xd10, Y)

A creature with the Enthral ability may take an Action to attempt to charm targets within 10m. When it uses this power, the storyteller rolls Xd10 and compares the result to all targets' Resolve in the area of affect. Any targets with Resolve less than the creature's roll have their Resolve reduced by Y.

A PC whose Resolve is reduced to 0 becomes **Enthralled** (per the status effect) by the creature. This effect lasts until the sooner of: the PC takes any damage from the creature; the PC leaves the creature's presence for Y Rounds (noting that an Enthralled PC may not want to leave the creature's presence); or the creature dies.

Exposed Attack

A creature with this ability may use one of its Actions to make an attack against an enemy who becomes **Exposed** to it. The target must be in range of at least one of the creature's attack options, and the creature may choose which attack option to use if it has more than one.

Horror (Xd10, Y)

A creature with the Horror ability may take an Action to attempt to scare targets within 10m. When it uses this power, the storyteller rolls Xd10 and compares the result to all targets' Resolve in the area of affect. Any targets with Resolve less than the creature's roll have their Resolve reduced by Y.

A PC whose Resolve is reduced to 0 becomes **Afraid** (per the status effect) of the creature. This effect lasts until the sooner of: the PC leaves the creature's presence for Y Rounds; or the creature dies. Alternately, a PC may attempt to overcome their fear by using a Full Action to roll Heart + Survival against a TN equal to the creature's original Horror roll total.

Immunity (X)

A creature with Immunity takes 0 damage from attacks that do a certain **damage type** (which will be defined by X in the creature description).

Invisibility

An Invisible creature can't be seen in the visible light spectrum by beings or machines. This ability doesn't hide the thermal signature of the creature if it has one. A creature with Invisibility as an Active Ability remains invisible until the start of their next Turn once they activate the ability, while those with this as a Passive Ability are always invisible.

Regeneration (X)

Typically a Passive ability, a creature with Regeneration automatically recovers X HP at the start of each of their Turns. If this is listed as an Active ability, it functions as a one-time heal for X HP when activated.

Resistance (X)

A creature with Resistance can ignore some of a certain damage type (which will be defined by X in the creature description). If this creature is hit by that type of damage, the attacker drops 1d10 from their damage roll (or their highest die value if they have no d10s in their damage dice pool).

Shady

Anyone attempting to notice a creature with the Shady ability rolls their Perception contest at Disadvantage (whether the roll is active or passive).

Teleport (X)

A creature may activate this ability to instantaneously teleport X metres. This ability isn't hindered by intervening objects including energy shields, and the creature doesn't need to be able to see its destination.

Weakness (X)

A creature with Weakness is sensitive to a certain damage type (which will be defined by X in the creature description). If this creature is hit by that type of damage, the attacker adds 1d10 to their damage roll.

ACQUISITIVE KAMI

Heart	23	**Presence**	10
Power	12	**Perception**	20
Reflex	38	**Savvy**	23
Size	7	**Move**	9
Defence	30	**Initiative**	61
Resolve	17	**HP**	46
# of Actions	2	**Rank**	2
Skills	Attack 2, Investigation 2, Performance 3, Sleight of Hand 5, Stealth 4		
Attack	2d10 +2d8		
Range	6m, 2x		
An Acquisitive Kami attacks by throwing an item they've stolen.			
Damage	1d10 +1d4 Kinetic		
Passive Abilities	Shady Immunity (Kinetic)		
Active Abilities	Is incorporeal until it picks up an item, at which point its damage Immunity fades.		
	May become incorporeal while holding an item for 2m of Move by using an Action		

Description

An Acquisitive Kami may be any type of kami that has taken an interest in physical objects. Certain kami tend to favour certain objects; the kami of speech are famous for stealing radios and coms equipment, for example.

These kami lurk in stealth, often in their victims' homes, and wait for an opportune time to snatch whatever it is they covet. They're nearly impossible to notice until they grab an item, after which they become corporeal in a manner suitable to their aspect. Acquisitive Kami aren't violent, and if they're unable to escape with the item they've stolen, they'll hurl it at their pursuers and become incorporeal to escape.

ANKOMAW

Heart	28	**Presence**	12
Power	22	**Perception**	13
Reflex	18	**Savvy**	5
Size	6	**Move**	8
Defence	24	**Initiative**	23
Resolve	20	**HP**	28
# of Actions	2	**Rank**	1
Skills	Attack 2, Stealth 2, Survival 1		
Attack	2d10 +2d8		
Range	1m (melee)		
Ankomaw bite with a massive mouth full of jagged, serrated teeth.			
Damage	2d10 +1d8 Kinetic		
Passive Abilities	Shady Soak (Kinetic, 2)		
Active Abilities	Sneak Attack – if an Ankomaw goes unnoticed, its first attack is made against a target's Reflex as the Target Number instead of their Defence		

Description

Ankomaw are large aquatic reptiles, something between a crocodile and a massive iguana. They have protruding jaws and four eyes arranged around the circumference of a long, flat head. Ankomaw lurk just below the surface of NewEdo's rivers and canals, able to see in a 360 arc around them, and ambush any prey that comes too close to their shore, particularly at night.

These vicious creatures have been hunted for centuries in NewEdo, as they kill not only local marine life but also pets, Dojiin, and may even attack people. Ankomaw are known to work together and use crude distraction tactics to allow an individual to sneak into attack range.

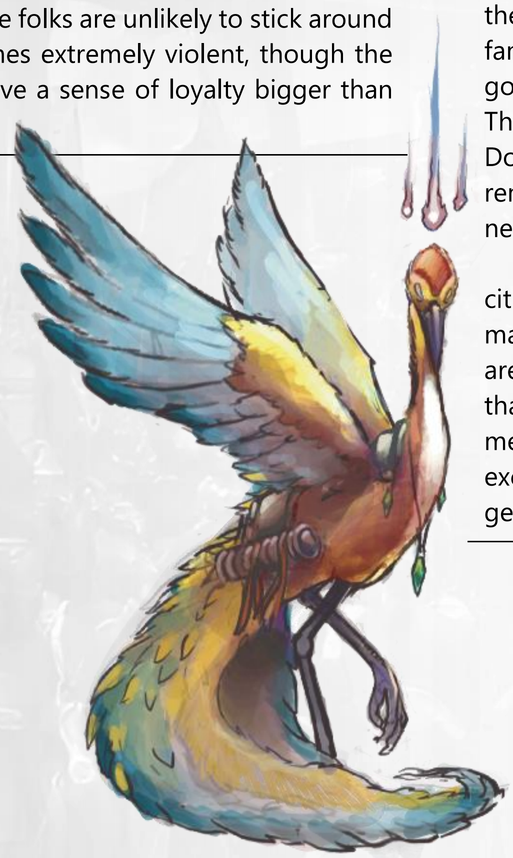
> *I USED TO BE A LEGEND UNTIL AN ANKOMAW BIT MY RIGHT TESTICLE CLEAN OFF. I GOT A CHROME ONE INSTALLED, BUT I LOST THE WILL FOR THE HUNT AFTER THAT.*
>
> Rakki, NewEdo Transit Operator

BOUNCER OR BODYGUARD

Heart	24	**Presence**	18
Power	22	**Perception**	13
Reflex	14	**Savvy**	10
Size	5	**Move**	8
Defence	22	**Initiative**	24
Resolve	21	**HP**	24
# of Actions	1	**Rank**	1
Skills	Attack 2, Dodge 1, Intuition 1, Security 1		
Attack	2d10 +2d8		
Range	1m (unarmed)		
Typically use a tonfa; may rarely be equipped with a 9mm pistol (attack 1d10 +2d8, range 12m, 3x)			
Damage	2d10 +1d4 +2 Kinetic (tonfa) 2d10 (9mm pistol)		
Passive Abilities	Soak (Kinetic, 2)		
Active Abilities	Exposed Attack		
	Disarm (tonfa only, replaces weapon damage)		

Description

This stat block can be used for any common security guard, club bouncer, or low-rank bodyguard. These folks are unlikely to stick around if a scene becomes extremely violent, though the odd one may have a sense of loyalty bigger than their paycheque.



DOJIIN

Heart	9	**Presence**	20
Power	6	**Perception**	14
Reflex	6	**Savvy**	20
Size	8	**Move**	5
Defence	7	**Initiative**	26
Resolve	15	**HP**	9
# of Actions	1	**Rank**	0.5
Skills	Eloquence 2, Intuition 1		
Attack	n/a		
Range	n/a		
Damage	n/a		
Passive Abilities	May fly at twice its Move speed Dojiin speak their own language in addition to **Ippan**.		
Active Abilities	Particularly fond of the Disengage and Evade actions.		

Description

Dojiin are mythological intelligent cranes who've inhabited the Empire for more than a thousand years. Dojiin are used as messengers by the Court of the Moon and many traditional families. Brightly coloured in blues, whites and golds, these large birds are iconic in NewEdo. Though electronic communication has replaced Dojiin messengers for most official uses, Dojiin remain a common sight in NewEdo's historic neighbourhoods.

Dojiin are notoriously haughty and treat most citizens as far beneath their notice. A flock of Dojiin may come to rest on a riverbank or in a park but are unlikely to acknowledge anyone who has less than Rank 3 in the Status Background. With long memories and a penchant for gossip, Dojiin can be excellent sources if information, assuming you can get one to speak to you.

FLOATING HEAD

Heart	20	**Presence**	20
Power	10	**Perception**	23
Reflex	20	**Savvy**	7
Size	7	**Move**	8
Defence	18	**Initiative**	27
Resolve	20	**HP**	20
# of Actions	2	**Rank**	1
Skills	Attack 1, Dodge 1, Intimidate 2, Stealth 1		
Attack	2d10 +1d8		
Range	10m, 4x		
Floating Heads breathe fire in a 10m line, able to hit more than one target per attack.			
Damage	1d10 Elemental		
Passive Abilities	Resistance (Kinetic) Flying		
Active Abilities	Horror (2d10, 4)		

Description

Floating Heads are an ancient curse on the Empire. These beings comprise a head, often that of an old, bearded man or a beautiful woman, stuck in the middle of what appears to be a wagon wheel, with everything wreathed in flame. Floating Heads fly but appear to roll as they move, making their faces rotate maddeningly. They're prone to a constant, maniacal laughter, a sound which often presages their arrival.

Floating Heads love misery and are attracted to scenes of great sorrow or loss. They flock like crows around death, and superstitious citizens say they eat the souls of the recently departed. While their fire-spitting attack can cause serious harm, Floating Heads seem to prefer to scare their victims (with their Horror ability) and are particularly effective when they work together for this purpose. Once they've claimed a location by scaring away any witnesses, Floating Heads will linger there, communicating madly with each other in a guttural, incomprehensible language that's half cackle, half bark.

HONGSE INFILTRATOR

Heart	24	**Presence**	31
Power	12	**Perception**	21
Reflex	23	**Savvy**	12
Size	5	**Move**	9
Defence	21	**Initiative**	35
Resolve	28	**HP**	48
# of Actions	2	**Rank**	2
Skills	Attack 2, Deception 4, Dodge 2, Intuition 4, Meditation 2, Surveillance 2		
Attack	2d10 +2d8		
Range	1m (unarmed)		
Infiltrators are trained in unarmed combat, so they never need to carry a weapon.			
Damage	2d10 +1d6 +2 Kinetic		
Passive Abilities	Soak (Kinetic, 2) Resistance (Biological) Weakness (Arcane) Always Recording – an Infiltrator uses Augs to record everything they see and hear.		
Active Abilities	Exposed Attack Teleport (5)		

Description

Infiltrators are intelligence operatives from the Hongse Collective sent to insinuate themselves into the daily lives of key people within the Empire. They set themselves up as drivers, maids, butlers, waiters, or other often-overlooked service workers, and blend into the mundane background of important people or places. They're modified to look and sound exactly like a citizen of the Empire and can't be identified by appearances alone. Infiltrators are heavily Augmented with the Hongse Collective's strange machinery, granting them the ability to Teleport 5m (as an Action) when they need to escape. Hongse Infiltrators are considered to have a Biofeedback rating of 4% for the purpose of determining if an ability or item affects them.

KIKUCHI MEDIA INC. ●●●●

Bunyaki Gate has announced a partnership with Cratos Inc., a subsidiary of Yashin Enterprises, to pursue the domestic development of teleportation technology. The Empire continues to lag the Hongse Collective in this field, a fact which may represent a national security risk. Bunyaki has been intensely advocating for government funding for the project, but the Ministry of Defence has made no comment to-date.

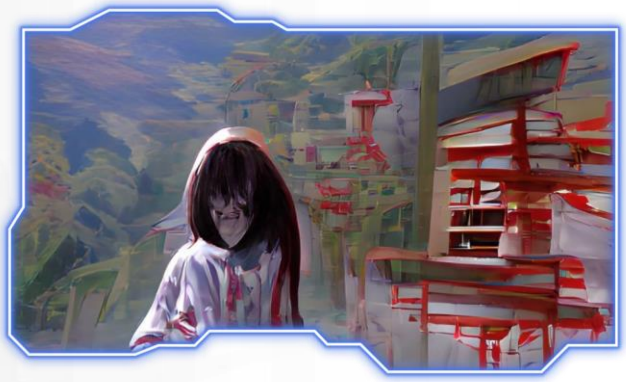
IKUCHI MEDIA MUSIC AWARDS TONIGHT AT FUJIO HALL IN GLITTERTOWN

HONGSE ASSASSIN

Heart	35	**Presence**	20
Power	32	**Perception**	28
Reflex	35	**Savvy**	22
Size	5	**Move**	14
Defence	40	**Initiative**	57
Resolve	28	**HP**	140
# of Actions	3	**Rank**	4
Skills	Athletics 3, Attack 5, Computers 3, Dodge 4, Investigation 3, Medicine 1, Security 5, Stealth 5, Surveillance 4, Survival 2		
Attack	3d10 +5d8		
Range	1m (unarmed)		
Hongse Assassins use a brutal unarmed fighting technique that focuses on fatal blows to the neck, chest and spine.			
Damage	3d10 +1d8 +1d4 +5		
Passive Abilities	Soak (Kinetic, 2) Resistance (Biological) Regeneration (5) Weakness (Arcane) Shady Self-Destruct – when an Assassin reaches 0 HP it combusts, destroying all biological and technical information.		
Active Abilities	Exposed Attack		
	Teleport (5)		
	Invisibility		
	Poison Attack – converts a successful attack's damage to 3d10 +1d8 Biological		

Description

Assassins sent by the Hongse Collective share the modifications of their Infiltrator allies, which allow them to fit into the Empire for the purposes of their appearance and accent. These killers are sent primarily against targets who've become aware of the Collective's efforts in the Empire, ideally before they're able to make this info known. Assassins are often assisted by Infiltrators, who provide cover and a distraction for their approaching allies. Hongse Assassins are considered to have a Biofeedback rating of 7% for the purpose of determining if an ability or item affects them.



HORROR GIRL

Heart	30	**Presence**	35
Power	22	**Perception**	27
Reflex	30	**Savvy**	12
Size	6	**Move**	10
Defence	31	**Initiative**	42
Resolve	33	**HP**	90
# of Actions	3	**Rank**	3
Skills	Athletics 2, Attack 4, Dodge 2, Intimidation 4, Investigation 3, Survival 2, Stealth 5		
Attack	2d10 +4d8		
Range	2m (unarmed)		
Horror Girl attacks with her teeth or claws.			
Damage	2d10 +2d8 Arcane		
Passive Abilities	Immunity (Biological) Resistance (Kinetic) Weakness (Elemental) Shady		
Active Abilities	Exposed Attack		
	Horror (3d10, 6)		

Description

Most often appearing as an innocent female corrupted by some unfathomable nightmare, these creatures may take on almost any shape or form, though all forms they assume will invoke revulsion and fear. A Horror Girl is a creation of the deep-seated fears of the citizens of NewEdo, who cling (blindly) to innocence as a protection against the indifference of the Wheel.

A Horror Girl is a haunt, a nightmare who'll afflict a specific area, family, or group until she's destroyed or dispelled. These are unsubtle monsters, ones who thrive on the modern phobias of NewEdo's common citizens.

INTELLIGENCE AGENT

Heart	20	**Presence**	10
Power	14	**Perception**	27
Reflex	31	**Savvy**	23
Size	6	**Move**	9
Defence	27	**Initiative**	53
Resolve	15	**HP**	40
# of Actions	2	**Rank**	2
Skills	Athletics 1, Attack 2, Dodge 2, Drive 1, Intuition 1, Investigation 2, Surveillance 3, Stealth 4		
Attack	2d10 +2d8		
Range	12m, 3x		
If an Intelligence Agent is armed, it will be with a silenced 9mm pistol.			
Damage	2d10 +2		
Passive Abilities	Shady		
Active Abilities	Exposed Attack		
	Listen In – may roll Savvy + Surveillance versus a target's Perception + Surveillance to record a conversation within 8m		
	Spy Drone – will deploy a flying, unobtrusive (Size 10) drone to track but not record a target		

Description

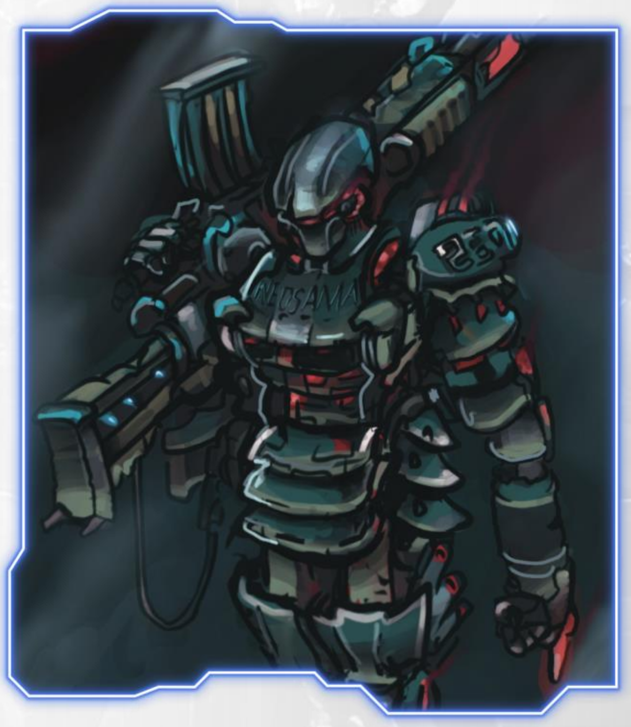
Everyone employs Intelligence Agents: corporations, the Court, Clans and families, most Factions, the syndicates, jealous husbands and lazy insurance adjustors all make use of these handy professionals in NewEdo. Agents are usually sent to gather information on individuals from afar and, if their cover is blown, will attempt to retreat. Agents may assume a variety of disguises to execute their missions, including that of geisha, servants, bartenders, and anyone else who may go overlooked in a crowd.

NEOSAMA GRUNT

Heart	24	**Presence**	20
Power	21	**Perception**	30
Reflex	18	**Savvy**	12
Size	5	**Move**	8
Defence	23	**Initiative**	30
Resolve	22	**HP**	48
# of Actions	2	**Rank**	2
Skills	Athletics 2, Attack 4, Dodge 2, Intimidation 3, Intuition 2, Investigation 1, Survival 1		
Attack	3d10 +4d8		
Range	12m, 4x		
NEOSAMA grunts are usually armed with bullpup machine pistols with biometric locks.			
Damage	2d10 +2, burst on 8, 9 or 10 2d10 +1d6 +2 if melee (baton)		
Passive Abilities	Soak (Kinetic 4; Elemental, 2)		
Active Abilities	Exposed Attack		
	Grenade – attack range 7m, TN 12. All targets within 3m of thrown area take 3d10 Kinetic damage		

Description

NEOSAMA grunts ain't dummies, but these troops aren't the Empire's deepest thinkers. Grunts are deployed to shoot first and ask questions later, with a goal of subduing the situation rather than subduing criminals. NEOSAMA is dismissive of collateral damage, and these guys won't hesitate to pull the pin on a grenade, even in a busy street. Their express goal is to make violence so abhorrent that criminals think twice before committing a crime. NEOSAMA Grunts are considered to have a Biofeedback rating of 4% for the purpose of determining if an ability or item affects them.



NEOSAMA ARMOURED UNIT

Heart	50	**Presence**	32
Power	32	**Perception**	41
Reflex	24	**Savvy**	21
Size	4	**Move**	19
Defence	37	**Initiative**	45
Resolve	41	**HP**	250
# of Actions	4	**Rank**	5
Skills	Athletics 5, Attack 5, Dodge 4, Drive 3, Intimidation 5, Intuition 3, Investigation 4, Medicine 1, Rally 3, Security 3, Survival 5, Tactics 3		
Attack	3d10 +5d8		
Range	20m, 4x		

Armoured Units are armed with everything but prefer to fight with a bio-locked combat rifle. They're also deployed with fusion-blade polearms for crowd control when automatic gunfire doesn't have the right vibe.

Damage	4d10 +5 (burst on 9 or 10) 3d10 +2d6 +5 Elemental (melee)
Passive Abilities	Soak (Kinetic 6; Elemental, 5) Immunity (Biological) Regeneration (5)
Active Abilities	Exposed Attack
	Disarm or Grounded – replaces damage on a successful melee or ranged attack.
	Demoralize – may roll 3d10 +3d8 versus the Resolve of all targets within 10m, applying the Demoralized status on anyone whose Resolve is exceeded.
	RPG – a small missile attack (25m range, 15 TN) that does 5d10 Elemental damage within 4m of the strike zone.

Description

NEOSAMA's Armoured Units are the shock troops of domestic law enforcement. Their suits come with regenerative self-repair routines that work equally well on mechanical and biological guts. Armoured Units are only deployed when the situation warrants an extreme response. NEOSAMA Armoured Units are considered to have a Biofeedback rating of 8% for the purpose of determining if an ability or item affects them.

OWLCAT

Heart	6	**Presence**	6
Power	6	**Perception**	20
Reflex	20	**Savvy**	17
Size	9	**Move**	6
Defence	16	**Initiative**	37
Resolve	6	**HP**	6
# of Actions	1	**Rank**	0.5
Skills	Banter 1, Stealth 2		
Attack	n/a		
Range	n/a		
Damage	n/a		
Passive Abilities	Climbing, Flying Owlcats speak their own language in addition to **Ippan**.		
Active Abilities	Fond of the Disengage and Evade actions.		

Description

Owlcats are small, sentient creatures that combine the physical characteristics of owls and cats (no, seriously). Owlcats tend to be self-absorbed and sarcastic but have a wide range of personalities depending on the circumstances of their lives. Slightly more intelligent than an average Human, Owlcats don't allow themselves to be kept as pets, though they sometimes form good relationships with people. Owlcats live throughout the city, with wilder individuals keeping to NewEdo's massive parks or green spaces, while others build nests in urban cores.

> *FUCKING OWLCATS SHAT ALL OVER THE GODDAMN BREAKER PANEL AGAIN. I SWEAR I'M GONNA HAVE HOT WINGS FOR DINNER TONIGHT...*
>
> Salty, Seibishi engineer

POWERFUL POLITICO

Heart	22	**Presence**	42
Power	12	**Perception**	33
Reflex	22	**Savvy**	44
Size	5	**Move**	9
Defence	20	**Initiative**	66
Resolve	37	**HP**	88
# of Actions	3	**Rank**	4
Skills	Banter 3, Commerce 3, Deception 4, Eloquence 5, Intimidation 4, Intuition 4, Investigation 2, Study 5 (pick a specialty), Survival 2		
Attack	n/a		
Range	n/a		
Politicos hire people to do their violence for them.			
Damage	n/a		
Passive Abilities	Soak (Kinetic, 4) Health Monitor – if a Politico's health drops by even 1 HP, an automatic remote alarm summons medics and bodyguards.		
Active Abilities	Burn – roll Presence + Banter against a target's Resolve to score social points against them.		
	Denounce – roll Presence + Deception v. TN 25 to make a misleading but believable statement about a group or subject that will be accepted at face value by most listeners.		
	Enthral (4d10, 5)		
	Second Guess – roll Presence + Eloquence v. a target's Resolve to make them doubt something they just said is true or verifiable.		

Description

NewEdo is full of Powerful Politicos. These figures come in many forms delivering many messages but are the face and voice of corporations, clans, media, and the Court. They tend to be surrounded by aides, assistants, bodyguards, and spies, and may employ magical or technological means to monitor their surroundings and protect themselves.

SAMURAI (SEASONED)

Heart	27	**Presence**	18
Power	30	**Perception**	18
Reflex	21	**Savvy**	13
Size	5	**Move**	10
Defence	31	**Initiative**	34
Resolve	23	**HP**	54
# of Actions	2	**Rank**	2
Skills	Athletics 2, Attack 5, Dodge 2, Intuition 1, Investigation 1, Meditation 1, Survival 2		
Attack	3d10 +5d8		
Range	1m (melee)		
Samurai almost universally use a katana, though a few may fight with a naginata or nodachi.			
Damage	3d10 +1d8 +2		
Passive Abilities			
Active Abilities	Exposed Attack		
	Suicide Charge – may increase the damage of a successful attack by +2d10, but this reduces the samurai's Defence to 8 until the start of their next Turn.		

Description

Samurai are common in NewEdo, traditional citizens who've kept to the old ways of the Empire and perform their duty with a rigid stoicism. All samurai have a master whom they depend on for their livelihood, and a samurai who loses their master is no longer a samurai. Employed primarily as guards by the elder clans, samurai may be used for a variety of missions but their natural inclination is to solve problems with the edge of their blade.

SAMURAI (VETERAN)

Heart	33	**Presence**	21
Power	42	**Perception**	22
Reflex	28	**Savvy**	28
Size	5	**Move**	12
Defence	42	**Initiative**	56
Resolve	27	**HP**	132
# of Actions	3	**Rank**	4
Skills	Athletics 3, Attack 5, Dodge 3, Intuition 4, Intimidation 4, Meditation 5, Performance 2, Rally 3, Survival 5		

Attack	4d10 +5d8
Range	2m (melee)
Samurai almost universally use a katana, though a few may fight with a naginata or nodachi.	
Damage	4d10 +1d8 +5
Passive Abilities	Immune to Intimidation attempts and to the Demoralized and Afraid conditions
Active Abilities	**Blind** – may replace the damage from a successful attack with the Blind effect
	Exposed Attack
	Suicide Charge – may increase the damage of a successful attack by +2d10 but this reduces the samurai's Defence to 8 until the start of their next Turn.

Description

Veteran samurai are the survivors of decades of battle and tend to be mirthless old bastards employed as house captains, fencing instructors, and strategic advisors.

SHADE

Heart	30	**Presence**	10
Power	12	**Perception**	21
Reflex	15	**Savvy**	12
Size	6	**Move**	**8**
Defence	21	**Initiative**	27
Resolve	20	**HP**	30
# of Actions	2	**Rank**	1

Skills	Attack 1, Investigation 2, Stealth 2
Attack	1d10 +1d8
Range	1m (unarmed)
Shades do damage by passing through a target or victim, which isn't always an intentional act.	
Damage	1d10 +1d6 Arcane
Passive Abilities	Immunity (Biological) Resistance (Kinetic) Shady
Active Abilities	

Description

A Shade is a weak kami of shadows, and as such may have a range of personalities, from sullen to menacing to sleepy. Shades aren't malicious and only attack when threatened. They're sentient in a strange way that tends to be oblivious to some aspects of physical reality. If communicated with, a Shade will often repeat itself and seem to forget the point of a conversation or question.

STREET COP

Heart	22	**Presence**	12
Power	20	**Perception**	22
Reflex	13	**Savvy**	12
Size	5	**Move**	7
Defence	20	**Initiative**	25
Resolve	17	**HP**	22
# of Actions	2	**Rank**	1

Skills	Attack 2, Drive 1, Intuition 1, Investigation 1
Attack	2d10 +2d8
Range	1m (melee) or 12m, 3x (pistol)
NewEdo's beat cops are armed with a small pistol and a tonfa, usually preferring to rely on the latter.	
Damage	2d10 +1 (+1d4 if tonfa)
Passive Abilities	Health Alarm – if a Street Cop's HP is reduced by more than 10 points, an automatic alarm is triggered that summons NEOSAMA Grunts. Soak (Kinetic, 2)
Active Abilities	**Disarm** – may replace any successful attack with their tonfa with a Disarm effect
	Exposed Attack

Description

Friendly and helpful, NewEdo's Street Cops usually patrol the city on foot in pairs. These officers spend more time helping old ladies across the road and directing traffic than they do chasing criminals. Temperament has more to do with a Street Cop's longevity in their job than competence, and many of these officers have worked their route or neighbourhood for decades, forming deep relationships with locals that supersede politics and criminality.

TAKOTEKU

Heart	39	**Presence**	22
Power	20	**Perception**	38
Reflex	25	**Savvy**	7
Size	3	**Move**	21
Defence	27	**Initiative**	32
Resolve	31	**HP**	117
# of Actions	3	**Rank**	3
Skills	Attack 5, Computers 2, Deception 3, Dodge 3, Drive 4, Intimidation 4, Intuition 2, Stealth 2, Surveillance 2		
Attack	3d10 +5d8		
Range	3m (melee), 10m, 4x (guns)		
A Takoteku attacks with whatever tools it has absorbed, including melee weapons and guns.			
Damage	2d10 +2d8 (melee), 4d10 (guns)		
Passive Abilities	Soak (Kinetic, 5; Elemental, 2)		
Active Abilities	Consume Tech – the Takoteku makes a melee attack against a target that, if it hits, does no damage but instead absorbs one of the target's weapons, healing the Takoteku for 1d10 HP		
	Discharge – the Takoteku violently expels parts of its body, doing 3d10 Kinetic damage to everyone within 5m, including itself		
	Exposed Attack		
	Self-Repair – the Takoteku gathers up common materials to heal itself for 3d10 HP		

Description

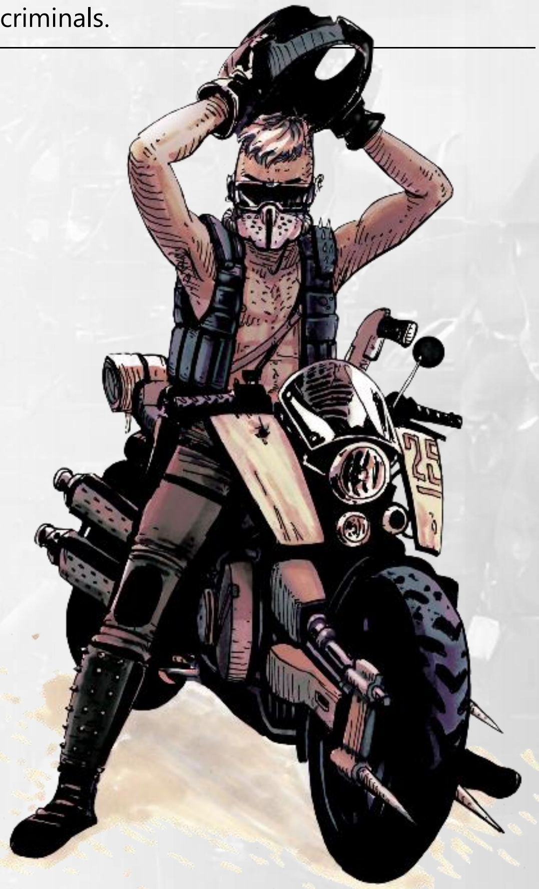
Takoteku are spirits obsessed with building bodies in the material world. They start small – possessing phones, lighters, and remotes – then move up to swords and guns, then drones, then motorbikes, then cars, then construction equipment, etc. It may take a Takoteku no more than a few hours to become the size of a small truck, at which point they tend to go mad with power. A Takoteku resembles a rolling ball of machinery, jutting with bladed arms, weapon ports, wheels, treads, and lights. Takoteku are considered to have a Biofeedback rating of 10% for the purpose of determining if an ability or item affects them.

THUG

Heart	18	**Presence**	15
Power	20	**Perception**	22
Reflex	13	**Savvy**	10
Size	5	**Move**	6
Defence	20	**Initiative**	23
Resolve	17	**HP**	18
# of Actions	2	**Rank**	1
Skills	Attack 3, Intimidation 2		
Attack	2d10 +3d8		
Range	1m (melee), 10m, 3x (pistol)		
Thugs may be armed with anything cheap and minimally reliable but prefer weapons that can be concealed and discarded without much trouble.			
Damage	2d10 (+1d8 if melee)		
Passive Abilities	Soak (Kinetic, 1)		
Active Abilities	Exposed Attack		

Description

Jerks come in all shapes and sizes. This statblock can be used for any violent but unimportant asshole that may pop up in NewEdo: low-rank gangers, thieves, petty dealers, angry bar patrons, rioters, etc. Thugs are often used as cannon fodder or canaries by NewEdo's more savvy criminals.



"CHIBI" UCHIDA

Legend	32	**Lineage**	Human
Faction	n/a		
Path	n/a		

Notable Backgrounds

Contacts Rank 3
Soul Rank 3

Available as a Contacts Background Ally?

Yes, Chibi can be a PC's Ally (Rank 2)

Description

Mizu "Chibi" Uchida owns the Fishbone Tavern near the waterfront in **Sakanaya**. The Fishbone used to be a workman's bar but has evolved into a social resistance hub over the past decade, a fact that somewhat confuses Chibi; he's politically agnostic as long as his taps keep running.

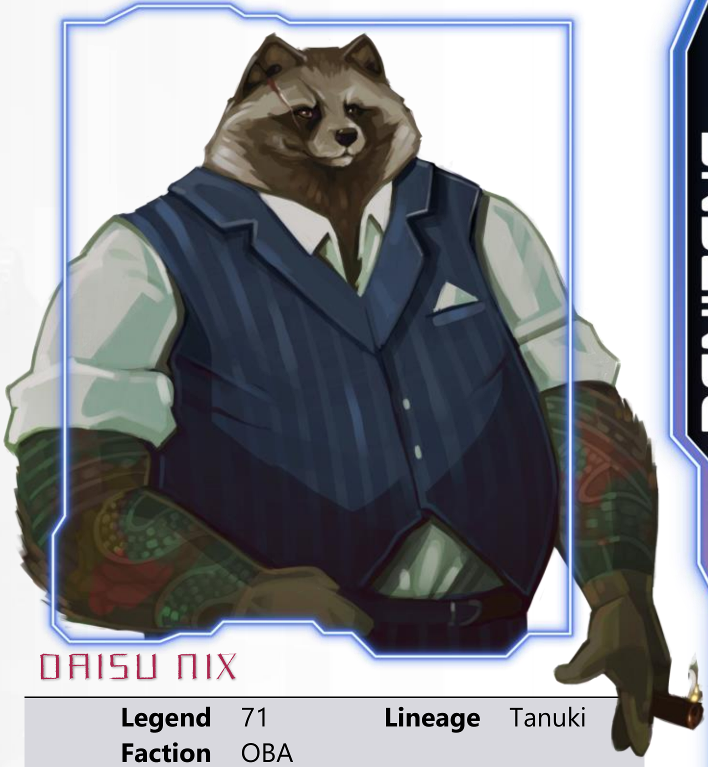
Chibi is a slouch-framed Human male who wears a filthy apron for every occasion. He's a well-meaning old man but has an edge when he's pushed too far and is known to carry a variety of cleavers (ostensibly for cooking).

Plot Hooks

Chibi grew up in a small gang on the waterfront among young hoods who would run smash-and-grabs and minor hijackings before NEOSAMA was created. Chibi stayed on the waterfront, but at least three of his former gang went on to become executives in powerful corporations. Chibi chalks his situation up to Fate and stays in touch with his old pals – when they accept his messages that is.

M-M-MISTER HOTOMORI, WHAT ARE YOU DOING HERE??

"Chibi" Uchida



DAISU NIX

Legend	71	**Lineage**	Tanuki
Faction	OBA		
Path	Architect		

Notable Backgrounds

Contacts Rank 2
Status Rank 2
Wealth Rank 3

Available as a Contacts Background Ally?

Yes, Daisu can be a PC's Ally (Rank 3)

Description

Daisu Nix is the Minister of Education for the districts of The Crossing, Ikedo, Mad City and Glittertown. He is also an up-and-coming member of the Yunyosha Syndicate, a fact he doesn't hide. Nix is well connected in government and has survived more than a few scandals associated with his (unelected) post in Education. He's campaigning to establish a separate education stream for students who have identifiable magical potential, and has personally funded one private school for that purpose. Daisu himself isn't known to have any magical aptitude.

Plot Hooks

Nix doesn't have a clean record and has been implicated in numerous Yunyosha smuggling investigations. Despite this, he's popular with traditionalists and spiritualists for his efforts to foster magical education. And popular enough to duck allegations of kidnapping and enforced servitude of magically gifted youth...

DONNY

Legend	86	**Lineage**	Tanuki
Faction	The Orange Umbrella		
Path	Oiran		

Notable Backgrounds

Contacts Rank 4
Wealth Rank 2

Available as a Contacts Background Ally?

Yes, Donny can be a PC's Ally (Rank 3)

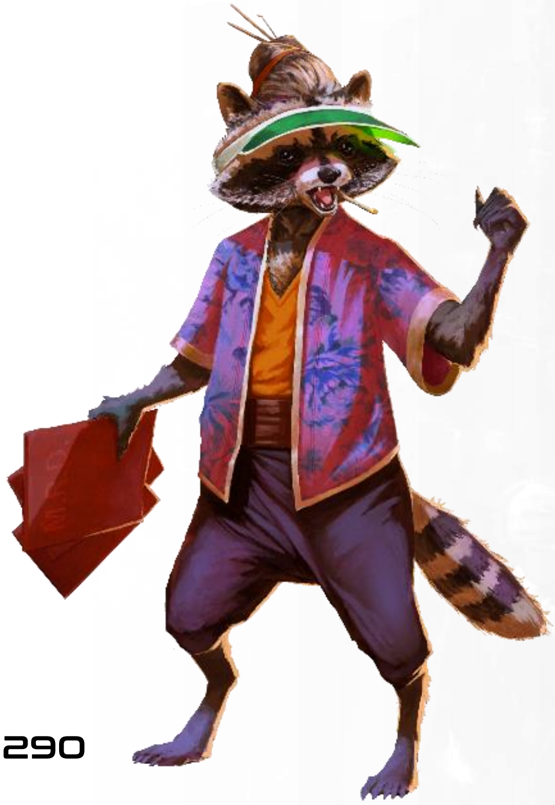
Description

Donny is a sarcastic sunuvabitch who operates a pachinko parlour in the Kabuki district on behalf of the **Umbrella**. He's known by well-informed individuals to be a forger and is an expert at creating fake documentation, identification, and even biometric records.

Donny is a small, wiry Tanuki who prefers brightly coloured kimonos and beach-themed shirts. He's witty but not usually funny, and his brand of humour tends to sting. He has a soft heart under a gruff exterior, though, so he has trouble saying no when he's needed.

Plot Hooks

While Donny has access to cash, he owes way more than he can get. He owes the syndicates, he owes his friends, he owes for criminal fines, and he even owes a few old-fashioned knee breakers.



FUYU & YONSHAKUDAMA

Legend	200+	**Lineage**	
Faction	n/a		
Path	n/a		

Notable Backgrounds

All Rank 5+

Available as Contacts Background Allies?

No

Description

Fuyu and Yonshakudama are immediate allies of the Empress. Fuyu is the Empress's consort, and Yonshakudama is her bodyguard. Both play active roles in the politics and misadventures of NewEdo, standing in for an Empress who has gradually withdrawn from public life.

Fuyu is a soft-spoken Human with an iron will. They act as the unofficial voice of Miwagami, often replacing the Empress at press conferences, formal dinners, and public events. Fuyu has been by the Empress's side since the advent of photography and hasn't aged a day since.

Yonshakudama is an incredibly potent kami of fire. He identifies as he/him, though his form is one only of flame. With a booming voice and complete lack of subtlety, Yonshakudama enforces the Empress's will when the Court or government or Directorate fail to do so. Yonshakudama enjoys an active social life in NewEdo and is particularly fond of teppanyaki.

Plot Hooks

Both of the Empress's closest allies have been targeted by assassination attempts of wildly imaginative origins – and have survived them all. Fuyu, by all evidence, is simply immortal and has never been seen to bleed, cry, eat, or drink. Yonshakudama is the opposite, clearly suffering under physical assault and possessing epicurean traits that leave very little to the imagination. That these two contrasts have an unshakeable loyalty to the Empress helps foster the common belief that Miwagami is divine and exists as a hub of the Wheel rather than a traveller on it.

INSPECTOR KRAVE

Legend	66	**Lineage**	Oni
Faction	MRD		
Path	Inspector		

Notable Backgrounds

Contacts Rank 3
Soul Rank 2

Available as a Contacts Background Ally?

No, Krave works alone

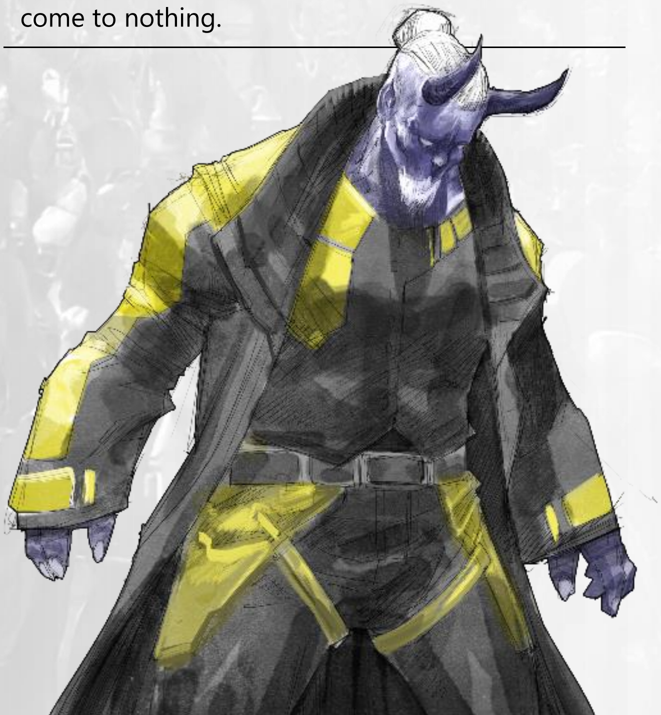
Description

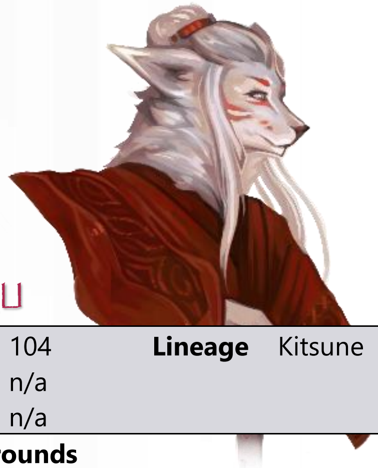
Krave was a rising star in the MRD in the late 20th century, known for his brilliant case logic as well as his brutally violent temper, a trait unorthodox in both his bloodline and his job. Despite his temper, Krave had a perfect case ratio and never failed to determine a culprit, establish infallible evidence, and bring a perp to justice. Then he was assigned to the murder of Yua Jones, the killing of a young woman in a park near **Chiyu**, just before the turn of the century. The Murder of Yua Jones has been Krave's only case for the intervening 50 years, and it has consumed him.

Inspector Krave is a driven, mirthless Oni. Standing nearly three metres tall, with porcelain blue-white skin and two classic demon horns, Krave is easily recognizable wherever he goes.

Plot Hooks

Krave believes that a high-ranking member of the Court of the Moon murdered Yua Jones, and has made many, many enemies over the past half century while chasing down leads that have all come to nothing.





KOTO ROKU

Legend	104	**Lineage**	Kitsune
Faction	n/a		
Path	n/a		

Notable Backgrounds

Followers Rank 4
Soul Rank 3
Status Rank 2

Available as a Contacts Background Ally?

Yes, Professor Roku can be a PC's Ally (Rank 2)

Description

Professor Koto Roku started her career as a history instructor at the venerable Chrysanthemum Institute in the early 21st century. The themes of her lectures weren't intentionally conservative, but they echoed traditional values and cast a positive light on the reign of the Kinumoto Shoguns. These themes attracted a growing body of students disaffected with the increasingly digital and individualistic culture of modern NewEdo. Professor Roku gained a large following of students and, in turn, caught the attention of some of the city's traditionalist Factions, including the Eiko. The Professor doesn't work for the Eiko, or anyone (other than the paymasters at the Institute), but she has a very desirable platform from which the Eiko may gain traction with NewEdo's youth, a perennial problem for the otherwise stodgy Faction.

Plot Hooks

Intentional or not, Professor Roku is associated with pro-Kinumoto politics. In the heated environment surrounding the rise of the next Shogun, Roku is often called on for talking points or cited as an expert in news shows, a level of celebrity that exceeds her somewhat bookish comfort zone. The Professor hasn't come out for or against anyone in the contest to assume the Shogun's seat, and it's not clear if she has contact with the Kinumoto family, but she *has* become a very public, and respected, face in the debate.

SHINZO UNDER MOUNTAIN

Legend	93	**Lineage**	Oni
Faction	Unaligned		
Path	Clan Onikiri		

Notable Backgrounds

Soul Rank 4
Status Rank 2
Wealth Rank 3

Available as a Contacts Background Ally?

No, Shinzo isn't taking friend requests at this time.

Description

Shinzo Under Mountain is a master swordsmith who crafts his blades in his unassuming garage in an unassuming corner of the **Calico** suburbs. While his name, and blades, are famous throughout the Empire, he's notoriously difficult to contact and eschews all electronic communication. Calico is a winding, confusing suburb that stretches to the edge of the wild places in the foothills of Kuroyama, the Black Mountain. A large, traditional Oni, Shinzo stands out from the mundane Human population that occupies most of Calico but, when asked, no one seems able to give visitors accurate directions to his shop.

Shinzo's blades are in high demand because he's developed a method to forge magic into the mundane metals of his swords. His most famous swords have been wielded by Shoguns and Emperors, while his most infamous ones have become the tools of tyrants and lunatics. It's not clear why some of his swords emerge from the forge nearly divine while others become cursed, driving their wielders mad. Shinzo isn't willing to discuss the matter, despite his generally amiable demeanour.

Plot Hooks

Artisans and magical theorists have been trying to reverse-engineer Shinzo's craftsmanship for centuries. The secret of permanently embedding magic into an object isn't one known to any recognized arcane school, past or present. The only viable working theory is that Shinzo enslaves kami in his blades – an anathema concept and a dangerous accusation to level at one of the nation's most revered craftsmen.

THREE TOES

Legend	152	**Lineage**	Kappa
Faction	Speakers		
Path	Way of Five		

Notable Backgrounds

Soul Rank 4
Status Rank 3
Wealth Rank 4

Available as a Contacts Background Ally?

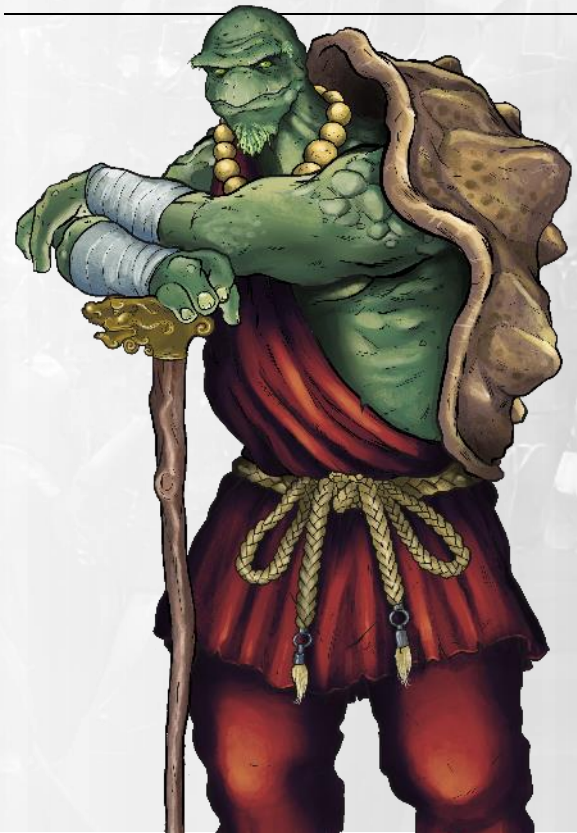
Yes, Three Toes may be a PC's Ally (Rank 4)

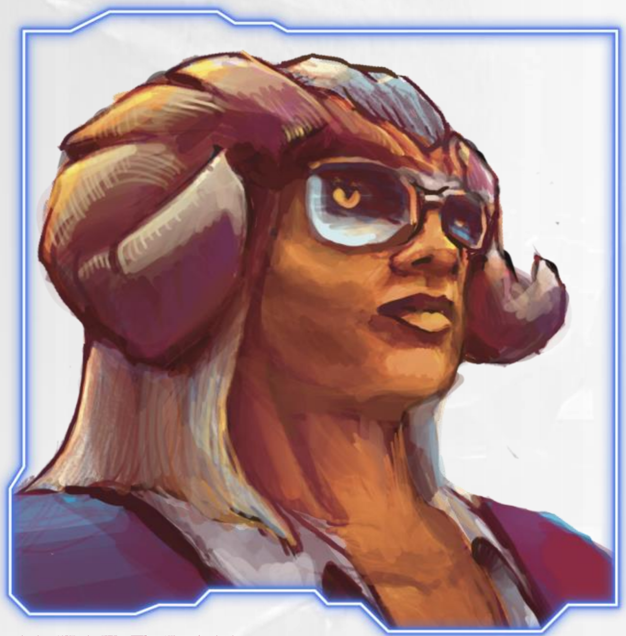
Description

Three Toes is an ancient Way of Five healer who has been active in NewEdo since the time of the Kinumoto Shogunate. Three Toes is a curmudgeon and refuses to adapt to the changes of modern NewEdo. He says he was born in the Oritsu River in 1803 and since then has never left its banks. As such, the old Kappa only provides services between Downtown, where the Oritsu meets NewEdo Harbour, and Kitoshi, where it dwindles into the eastern suburbs of Saito. Three Toes is stubborn and opinionated but is an excellent healer and likes to claim that he's saved more lives than clean water.

Plot Hooks

Three Toes has been called to the Imperial palace more than once for his life-saving skills. He's unabashed in his disregard for the current Court and openly favours a return to the authoritarian rule of the Shoguns but is too proud to turn down a medical case where all others have failed.





UMIBAN LU

Legend	119	**Lineage**	Oni
Faction	The Tekun Alliance		
Path	Envoy		

Notable Backgrounds

Contacts Rank 4
Status Rank 2
Wealth Rank 4

Available as a Contacts Background Ally?

No

Description

Umiban Lu is a member of the Tekun Alliance's Board of Directors, one of three leaders who make all decisions for the entire Faction. She's held numerous positions in the Empire's National Legislature and currently acts as the Minister of the Environment, having recently been promoted from her role as Deputy Minister of Defence. Umiban is a force of nature, her physical presence matching her political will, and she's known for never having lost a game of political chess.

Plot Hooks

Umiban is married to a somewhat disreputable Bakeneko named Razos Burr. Razos is politically unaligned, except when he's forced to attend state dinners or press conferences, and would rather get day-drunk in a **Kabuki** gambling den than be caught dead in formal attire for any reason. Umiban's only political failures have come from points scored against her husband, and the media loves to speculate how many lives Burr has left in their marriage.

USU KIIRO

Legend	103	**Lineage**	Usagi
Faction	Orange Umbrella		
Path	Oiran		

Notable Backgrounds

Contacts Rank 3
Follower Rank 2
Soul Rank 2
Status Rank 2
Wealth Rank 3

Available as a Contacts Background Ally?

Yes, Usu Kiiro may be a PC's Ally (Rank 4)

Description

Usu Kiiro is the Master of the Sunflower Garden, a prominent okiya in the historic **Ginbashi** district. Usu is an outspoken force for change in NewEdo, one who pushes the evolution of the city's social barriers. The Sunflower Garden trains young citizens not only for a career as a geisha or entertainer but also teaches them skills that will allow them to be self-sufficient as their careers develop, including those of commerce, politics and self-defence. This progressive take on a historical service isn't always well received in the city's more traditional circles.

Usu is greying and soft-spoken, characteristics at odds with her zeal. She's never seen without a mask, regardless of whether she's wearing a business suit or a kimono, a fact that her opponents use to condemn her trustworthiness.

Plot Hooks

Usu trains and profits from sex workers. Her students and employees are independent contractors who are supported, rather than compelled, by the Garden, but that's insufficient explanation for a variety of detractors ranging from social activists to religious conservatives. Usu has dozens of powerful allies but thousands of everyday enemies, and she finds little respite from the seemingly interminable assaults on her name and her house.

PREGENERATED CHARACTERS

The following characters are all legal for play by players wishing to pick up and go rather than work through the **character creation** process. These statblocks should be transcribed to a proper character sheet prior to play, as all of the decision-making is done but some details need to be filled in. Personality notes have been added here, so these characters can be used as NPCs in a story where no one is actively playing them as a PC. If you decide to use one of these as your PC, feel free to amend or wholly rewrite the personality notes. Finally, any of these characters can be used as Allies from the **Contacts** Background; they would all be considered a Rank 3 Ally.

As you read through these characters, the following notes will help understand what you're looking at and know what you'll need to investigate further:

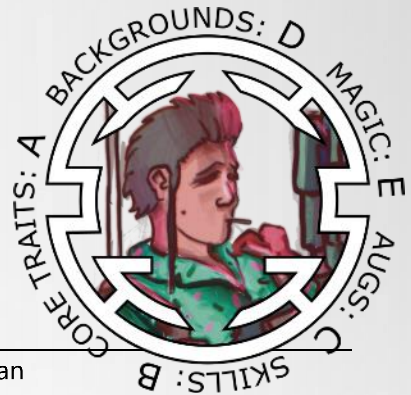
Each character has been shown with the Priorities used to build them (from the **Priority Buy** process) around their icon.

The numbers in brackets after a character's Core Traits are the **Trait Noise** applied by any installed Augs.

Augs and Skills are recorded with their Ranks only. You'll need to go look up those abilities in the appropriate chapters to see what extra bonuses and powers you may get from them.

The extra Fates from Augs and Skills have been included here.

Equipment details, including any Unlocks, aren't noted here. You should check if these characters gain bonuses to their Derived Traits from the Unlocks on their weapons.



ALOHA

Lineage	Human		
Faction	The Seven Swords		
Path	Guild of Tears		
Heart	21	**Presence**	12
Power	17	**Perception**	27 (4)
Reflex	20 (4)	**Savvy**	24
		Shinpi	0
Size	5	**Move**	9
Defence	15	**Initiative**	48
Resolve	14	**HP**	32
Legend	27	**Rank**	1
Backgrounds	Contacts 11 (Ally: bartender at a rock bar in Ikedo), Wealth 11		
Rotes	n/a		
Accessed Kami: n/a			
Augs	Ocular Implants 1		
Skills	Gambling 6, Gunnery 4/8/8, Light Melee 4/6, Medicine 8*, Small Arms 8, Tactics 4/6		
Fates	10% Teamwork, 5% Spark of Ingenuity, 3% Grant Ally Free Attack, 2% Gain Extra Attack, 1% Biofeedback		
Equipment	Sniper Rifle Chokuto		

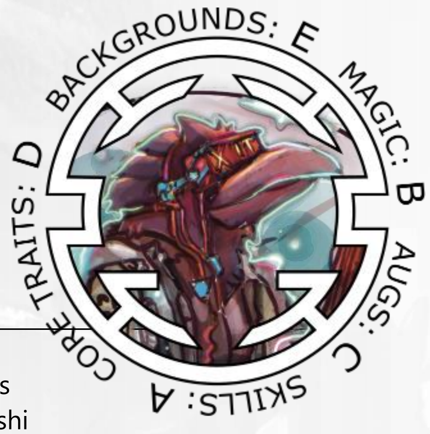
Other Abilities

*Leftover Aug points spent to gain +1d4 to all Medicine rolls

Add +[Path Rank] to all Rally and Tactics rolls

Character Notes

Aloha is a burnt-out gun for hire. She's fought in conflicts around the world and has seen more shit than most citizens of the Empire would want to imagine. She's witty, sarcastic, and has difficulty being genuine. Despite her sharp edge, Aloha isn't a malicious person, and she's found it increasingly hard to execute her contracts for the Guild. She's looking for a reason to not just die.



FUMIYO

Lineage	Karasu		
Faction	Speakers		
Path	Shugonshi		
Heart	13	**Presence**	10
Power	13	**Perception**	10 (4)
Reflex	10	**Savvy**	21 (8)
		Shinpi	20
Size	5	**Move**	5
Defence	10	**Initiative**	33
Resolve	10	**HP**	20
Legend	21	**Rank**	1

Backgrounds	Contacts 11 (Ally: an informed social worker)
Rotes	Chatter, Diplomacy, Holograms, Socket Dance
Accessed Kami: all Tier 1, Electricity	
Augs	Scanomatic Digitalus 1, Signal Jammer 1
Skills	Banter 4/6, Commerce 6, Deception 12, Hardware 4/8/12, Intuition 8, Meditation 4/4, Sleight of Hand 8, Streetwise 6/8
Fates	10% Commune, 3% Add 3m to Move this Turn, 2% Grant Ally Free Attack, 2% Gain 1 Point of Contacts, 1% Gain 1 Point of Either Contacts or Followers, Biofeedback 3%
Equipment	Just the clothes on her back

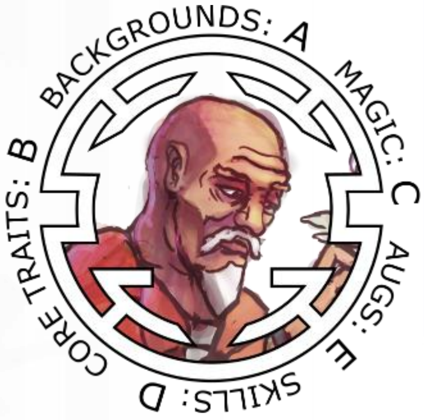
Other Abilities

1 Kinetic Soak

Has a Rain Mikata (grants +2 to all Meditation rolls)

Character Notes

Fumiyo is a street shaman – an urban spiritualist. She's young enough to be a little naïve but is sharp and knows her way around NewEdo's streets. A wizard with machines and equipment, Fumiyo makes a living by adding artistic touches to otherwise mundane items.



KANESU

Lineage	Human		
Faction	The Orange Umbrella		
Path	Rooster Clan		
Heart	15	**Presence**	21
Power	20	**Perception**	20
Reflex	12	**Savvy**	22
		Shinpi	5
Size	5	**Move**	6
Defence	13	**Initiative**	34
Resolve	15	**HP**	23
Legend	22	**Rank**	1

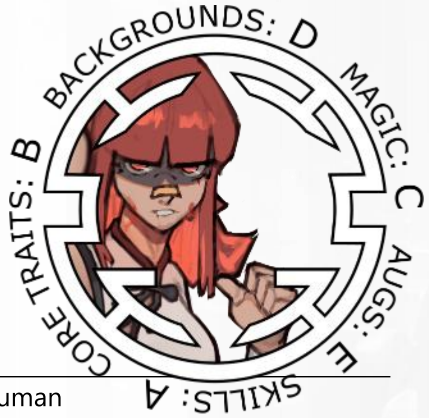
Backgrounds	Contacts 11 (Ally: horticulture professor, Soul 31, Status 21
Rotes	Entwine
Accessed Kami: Plants	
Augs	n/a
Skills	Light Melee 6/6, Stealth 8, Survival 4, Toxicology 4/6
Fates	15% Fade, 5% Stubborn Tenacity
Equipment	Kama Kusarigama

Other Abilities

Is never considered Exposed

Character Notes

Kanesu is mostly retired from the front line of Rooster business, and now spends his time pruning his gardens and learning more about horticulture. He comes from a minor clan whose wealth dried up centuries ago, and so lives in a tiny wooden shack close to Kuroyama. His neighbours come to ask him about plants but studiously ignore the late-night, black-clad guests that visit Kanesu to purchase poisons.



MAYA

Lineage	Human
Faction	The Seven Swords
Path	Soul Eaters

Heart	20	**Presence**	12
Power	25	**Perception**	12
Reflex	21	**Savvy**	12
		Shinpi	10

Size	5	**Move**	9
Defence	22	**Initiative**	33
Resolve	13	**HP**	30
Legend	25	**Rank**	1

Backgrounds	Alternate Lineage Culture – Saru 'Savage'
Rotes	Gust

Accessed Kami: Weather

Augs	n/a
Skills	Athletics 8, Dodge 4/6, Light Melee 4/4/6, Intimidation 12, Intuition 4, Tactics 6/8, Unarmed 8/8/12
Fates	10% Drain Soul, 3% Grant Ally Free Attack, 2% Gain Extra Attack, 1% Gain 1 Point of Either Contacts or Followers
Equipment	Kama

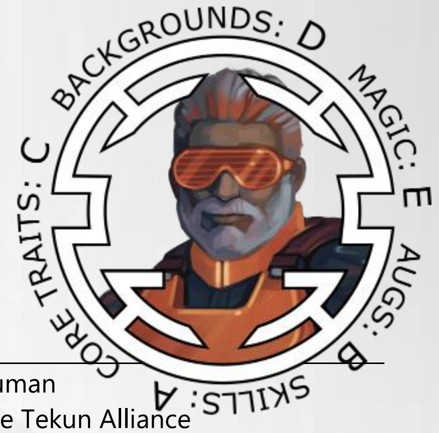
Other Abilities

Always considered to be at long range for the purpose of determining TN to hit her with guns

Has Two-Weapon Fighting Rank 2

Character Notes

Maya enjoys hurting people. She fights for fun, she fights for money, and she fights to dominate others. A member of the Soul Eaters' *Black Lotus* dojo, Maya has been kept out of NewEdo's professional fighting circles despite her passionate and vocal desire. The Black Lotus are saving her for the right fight, one that will send a message…



SALTY

Lineage	Human
Faction	The Tekun Alliance
Path	Seibishi

Heart	15	**Presence**	15
Power	12 (2)	**Perception**	20 (8)
Reflex	15 (8)	**Savvy**	20 (8)
		Shinpi	0

Size	5	**Move**	6
Defence	11	**Initiative**	37
Resolve	12	**HP**	23
Legend	20	**Rank**	1

Backgrounds	Contacts 11 (Ally: a traffic control programmer), Soul 11, Wealth 3
Rotes	n/a

Accessed Kami: n/a

Augs	Hackerpal 2000 1, Robotic Hands 2, Scanomatic Digitalus 1
Skills	Computers 4/6, Hardware 8/8/12, Intuition 4, Investigation 4/12, Security 4/6/8, Small Arms 6/8
Fates	5% Reprogram, 5% Spark of Ingenuity, 1% Gain 1 Point of Contacts, 1% Gain 1 Point of Either Contacts or Followers, 3% Biofeedback
Equipment	Heavy Wrench (use Baseball Bat stats)

Other Abilities

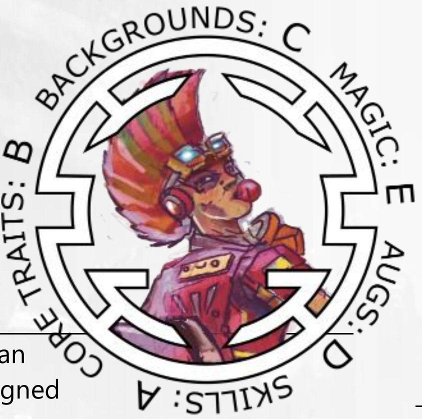
Has a robot pet, **Mister Inspecto**

1 Kinetic Soak

Leftover Aug points added to Wealth

Character Notes

Salty is a seasoned engineer in the municipal Bridges & Tunnels Division. He should have been a Director by now but he's too ornery, crass, and lazy to jump through the necessary political hoops. His greatest passion is destroying well-engineered things – the bigger, the better – ostensibly in the name of progress.



SERIOUS KIM

Lineage	Human		
Faction	Unaligned		
Path	Bozu		
Heart	15	**Presence**	20
Power	12	**Perception**	21
Reflex	25	**Savvy**	12
		Shinpi	0
Size	5	**Move**	8
Defence	18	**Initiative**	37
Resolve	14	**HP**	23
Legend	25	**Rank**	1
Backgrounds	Contacts 21 (Ally: low-level gunrunner in Odaba Port), Followers 11		
Rotes	n/a		
Accessed Kami: n/a			
Augs	n/a		
Skills	Banter 6/8, Dodge 4/4/6, Drive 8/8/12, Hardware 8, Small Arms 4/4/12, Streetwise 6		
Fates	15% Elemental Chaos, 5% Stubborn Tenacity		
Equipment	Machine Pistol Sai		

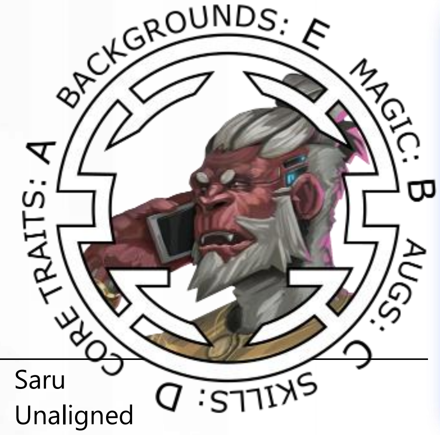
Other Abilities

Immune to the Afraid condition and can't be Intimidated

Has Two-Weapon Fighting Rank 1

Character Notes

Serious Kim was born in the **Hongse Collective** but escaped to the Empire with her mother at a young age. While getting out of the Collective was good, the dockside pseudo-slave trade they arrived into was not so good. Kim's mother died soon after. Since then, Serious Kim has been on a mission to burn the Empire down from the inside out, starting with the syndicate that put her mother to work and into the ground.



TANAKA

Lineage	Saru		
Faction	Unaligned		
Path	Ghost Talkers		
Heart	17	**Presence**	25 (6)
Power	11	**Perception**	20 (2)
Reflex	12	**Savvy**	21
		Shinpi	21
Size	5	**Move**	6
Defence	10	**Initiative**	33
Resolve	18	**HP**	26
Legend	25	**Rank**	1
Backgrounds	Wealth 11		
Rotes	Chance, Chemistry, Compel, Yeet		
Accessed Kami: Language, Light, Numbers, Ki			
Augs	Emotional Intent Inverter 1		
Skills	Computers 4*, Deception 4/6, Eloquence 6/6, Intuition 8		
Fates	5% Time Skip, 3% Grant Ally Free Quick Action, 1% Gain 1 Point of Either Contacts or Followers, 2% Biofeedback		
Equipment	Well-dressed but no weapons		

Other Abilities

*Leftover Aug points spent to add +1d4 to all Computers rolls

Immune to the Grounded condition

Has a Language Mikata (grants +2 to all Eloquence rolls)

Character Notes

Tanaka is an ambitious young executive at **Bunyaki Gate**, a cutting-edge tech firm. He's better at talking than engineering but that suits his career path just fine. His taste for luxuries exceeds his income for now, so he's highly motivated to move up the corporate ladder – and is willing to step on a few toes in the process.

YAGYU

Lineage	Oni Hisanaka		
Faction	Unaligned		
Path	Ronin (no Path)		
Heart	27 (18)	**Presence**	10
Power	24 (24)	**Perception**	14 (8)
Reflex	16 (2)	**Savvy**	10
		Shinpi	0
Size	4	**Move**	12
Defence	19	**Initiative**	26
Resolve	20	**HP**	54
Legend	27	**Rank**	1
Backgrounds	Status 21, Wealth 3		
Rotes	n/a		
Accessed Kami: n/a			
Augs	Arm Implants 2, Armour Plating 1, Leg Implants 1, Laser Cannon 2		
Skills	Light Melee 6/8/8, Rally 4/8, Tactics 4/6, Unarmed 8		
Fates	3% Gain Extra Attack, 3% Grant Ally Free Attack, 4% Biofeedback		
Equipment	Katana Laser (from Aug)		

Other Abilities

2 Elemental Soak, 2 Arcane Soak, 1 Kinetic Soak

Lift Modifier increased by +2.0x

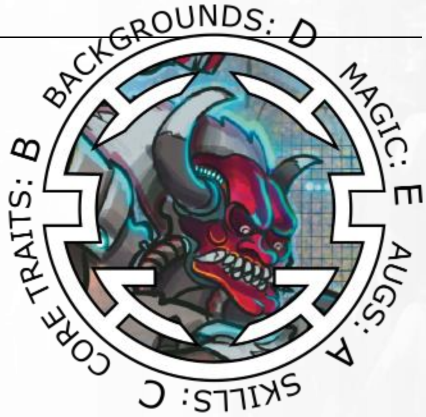
Immune to Biological damage

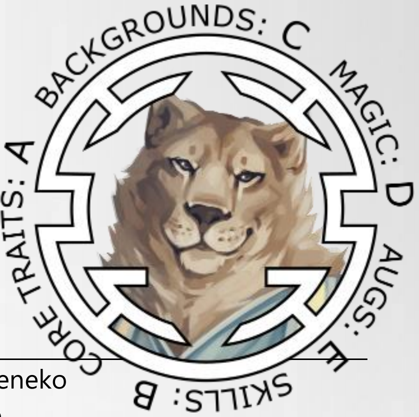
Rest Modifier increased by +0.5x

Has Two-Weapon Fighting Rank 2

Character Notes

Yagyu is a violent mystery roaming the streets of NewEdo. A massive amalgamation of Oni and machine, Yagyu carries an ancient katana that seems out of place beside the rest of his hyper-modern cybernetics. He's often confused or angry and can't remember how he became the creature that he is.





YEO PACE

Lineage	Bakeneko		
Faction	Eiko		
Path	Musashika		
Heart	16	**Presence**	28
Power	22	**Perception**	13
Reflex	21	**Savvy**	16
		Shinpi	0
Size	5	**Move**	8
Defence	20	**Initiative**	36
Resolve	19	**HP**	24
Legend	28	**Rank**	1
Backgrounds	Status 20, Wealth 12		
Rotes	n/a		
Accessed Kami: n/a			
Augs	n/a		
Skills	Eloquence 4/6/8, Light Melee 6/8/8, Intuition 6, Meditation 4/4/8		
Fates	15% Riposte, 2% Gain Extra Attack, 1% Gain 1 Point of Either Contacts or Followers, 1% Gain 1 Point of Followers		
Equipment	Katana Wakizashi		

Other Abilities

Thermal vision within 5m

Unarmed damage dice rolled as one dice higher

Enemies within 5m have their Resolve reduced by 3

Has Two-Weapon Fighting Rank 1

Add +[Path Rank] to all Eloquence and Banter rolls

Character Notes

Yeo Pace is a charming Bakeneko from a respected family. His smooth personality masks a dark nature: one seeking validation and recognition. Yeo yearns to be one of NewEdo's elite and will lie and murder his way to the top with no regard for the heavy cost to his soul.

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HANDY REFERENCE CHARTS

Priority Buy Resource Allocation Table					
Ability	**Priority A**	**Priority B**	**Priority C**	**Priority D**	**Priority E**
Backgrounds	60 points	45 points	30 points	20 points	10 points
Magic	+9 Shinpi Bonus Tier 1, 2 or 3 Rote Gain a Mikata	+7 Shinpi Bonus Tier 1 or 2 Rote	+5 Shinpi Bonus Tier 1 Rote	No bonus Shinpi or Rotes	May never gain Shinpi or learn Rotes
Augmentations	54 points of Trait Noise Hisanaka Lineage (optional)	28 points of Trait Noise	12 points of Trait Noise	No Augs at character creation	May never instal Augs
Skills	2d12, 3d8, 3d6, 4d4	3d8, 3d6, 3d4	3d8, 2d6, 2d4	3d6, 2d4	1d8, 2d4
Core Traits	46 points	29 points	19 points	14 points	11 points

Augmentations												
	Trait Noise per Trait							**Trait Noise per Installed Rank**				
	HRT	PWR	REF	PRS	PER	SVY	Bio.	R1	R2	R3	R4	R5
Advanced Intermodal Movement			4		4		1%	8	16	24	32	40
Arm Implants	6	4					1%	10	20	30	40	50
Armour Plating	4		2				1%	6	12	18	24	30
Audio Enhancers					4	4	1%	8	16	24	32	40
Biopharma Delux	6					4	1%	10	20	30	40	50
Combat CPU		2				6	2%	8	16	24	32	40
Drone Bay		4				4	1%	8	16	24	32	40
Emotional Intent Inverter				6	2		1%	8	16	24	32	40
Hackerpal 2000		2				6	1%	8	16	24	32	40
Laser Cannon		6			4		1%	10	20	30	40	50
Leg Implants	2	4					1%	6	12	18	24	30
Lung Upgrade	6						1%	6	12	18	24	30
Melee Install	2	6					1%	8	16	24	32	40
Mimicry Overlay				4		2	1%	6	12	18	24	30
Ocular Implants			4		4		1%	8	16	24	32	40
Pheromone Modulator				6		4	1%	10	20	30	40	50
Refraction Field			4		4		1%	8	16	24	32	40
Robotic Hands			4		2		1%	6	12	18	24	30
Scanomatic Digitalus					4	2	1%	6	12	18	24	30
Signal Jammer						6	2%	6	12	18	24	30

Permanent Legend	Path Rank
1 - 45	1
46 - 75	2
76 - 110	3
111 - 160	4
160+	5

Background Score	Background Rank
1 - 10	1
11 - 30	2
31 - 65	3
66 - 90	4
91 - 100	5

Size Reference Chart	
Size 1	A small apartment building, gundams
Size 2	A train car, a helicopter, a giant squid
Size 3	Average vehicles, a bus shelter
Size 4	Large characters, a motorcycle
Size 5	Average characters, a leather chair
Size 6	Small characters, a large dog
Size 7	A duffel bag, a car tire, a potted plant
Size 8	A cat, a watermelon, a purse
Size 9	An apple, a can of beer, a phone
Size 10	A bullet, a bee, an eyeball

Sample Combat and Non-Combat Target Numbers	
TN 5	The easiest things you might actually have to roll for: hitting a barn with a baseball thrown from 3m or remembering your own address in the moment.
TN 10	Hit a Size 5 target at short range with a 9mm pistol or deceive an average person.
TN 11	Tasks that begin to introduce complications: driving in traffic without crashing, preparing a tasty meal, remembering the name of someone you met while drunk.
TN 15	Hit a capable target in melee or intimidate a seasoned fighter.
TN 17	Tasks that almost no one can take for granted: driving fast in medium traffic without crashing, diving through an open window without hitting the window frame or hurting yourself, listing the last five Emperors by name, having an intelligent answer to an economics question.
TN 20	Hit a trained melee fighter in melee or seduce a canny courtier.
TN 25	At this difficulty level are tasks that either need some training, a lot of raw talent, or a good dose of luck to accomplish: scaling a wall with very shallow handholds, pretending to be someone you've had time to research, bypassing a good-quality security panel, brewing a tasty sake.
TN 30	The kind of feats that should impress almost everyone start at TN 30: overriding a biometric scanner, getting a discount at an okiya in Ginbashi, landing a backflip onto a speeding vehicle.
TN 40	Stunning feats: catching a fly in flight with chopsticks, performing successful neurosurgery.
TN 50	Frankly impossible shit: blocking a bullet with a katana blade, writing a haiku that changes the mood of a district forever, intimidating **Yonshakudama**.

Experience Point Cost Summary

Backgrounds: 2 XP per point raised, max two per session.

Core Traits: 2 x (points raised) x (current Trait Rank). For example:
Core Trait 01 – 19: 2 XP per point raised
Core Trait 20 – 29: 4 XP per point raised
Core Trait 30 – 39: 6 XP per point raised, etc.

Rotes: 10 XP per Tier of the kami.

Fates: spend 3 XP to raise one Fate by 1%, once per session, max. Can't affect Crits or Botches.

Skills: use the table:

Skills	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
d4	3 XP	6 XP	9 XP	12 XP	15 XP
d6	4 XP	8 XP	12 XP	16 XP	20 XP
d8	5 XP	10 XP	15 XP	20 XP	25 XP
d12	7 XP	14 XP	21 XP	28 XP	35 XP

NEWEDO

CHARACTER NAME

LINEAGE & CULTURE OPTION

FACTION & PATH

XP

PATH RANK

LEGEND

PERM.

TEMP.

HEALTH POOL

MAX

CURRENT

HP MOD

CORE TRAITS

PRIORITY

POWER
TRAIT NOISE

PERCEPTION
TRAIT NOISE

REFLEX
TRAIT NOISE

SAVVY
TRAIT NOISE

SIZE

HEART
TRAIT NOISE

PRESENCE
TRAIT NOISE

SHINPI

max

ACTIVE ROTES

DERIVED TRAITS

	RESOLVE	MOVE	INITIATIVE	DEFENCE
BASE				
MOD				
FINAL				
	RESOLVE	MOVE	INITIATIVE	DEFENCE

SOAK

KINETIC	
ELEMENTAL	
BIOLOGICAL	
ARCANE	

WOUNDS

HP≤		SKILL PENALTY	✓
90%	GRAZED	-1	☐
75%	FLESH WOUND	-3	☐
25%	BANGED UP	-5	☐
10%	HURT BAD	-7	☐
0%	BURNING LEGEND	-10	☐

ACTIVE STATUS EFFECTS

REST MODIFIER ☐ x5 HP = ☐ HP HEALED PER REST

LINEAGE & PATH BONUSES, AUGS, ROTES, SKILLS, ABILITIES, ETC.

FATE CARD

	Critical Success
	biofeedback
	Botch

ACTION ECONOMY

	Move Action	# attacks	Quick Action	# attacks	Full Action	# attacks
Favourite Action Uses						

COMBAT

Weapon or Attack	Attack Roll	Short Range dist. / mod.	Long Range dist. / mod.	Damage	Damage Type	Burst Roll	Burst Ammo	mags
		/	/					
		/	/					
		/	/					
		/	/					
		/	/					

NEWEDO

SKILLS

PRIORITY

SKILL	FOCUS					TRAIT	SKILL ABILITY NOTES
	d	d	d	d	d		
	d	d	d	d	d		
	d	d	d	d	d		
	d	d	d	d	d		
	d	d	d	d	d		
	d	d	d	d	d		
	d	d	d	d	d		
	d	d	d	d	d		
	d	d	d	d	d		
	d	d	d	d	d		
	d	d	d	d	d		
	d	d	d	d	d		

AUGS

PRIORITY

INSTALLED RANK, NAME, DESCRIPTION

TRAIT NOISE: %

TRAIT NOISE: %

TRAIT NOISE: %

TRAIT NOISE: %

TRAIT NOISE: %

MAGIC

PRIORITY

Mikata Kami and bonus:

Accessed Kami

Known Rotes

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Description						
Description						
Description						
Description						
Description						
Description						

BACKGROUNDS

PRIORITY

	SCORE	ROLL d10	DESCRIPTION
CONTACTS			
FOLLOWERS			roll to refresh temporary Legend oncer per Rest
SOUL			
STATUS			
WEALTH			

Cash: ¥

EQUIPMENT

Weapon		Skill	Unlocks, features, upgrades and notes			
Range: Short / Melee	Long / Thrown	Damage & type				
m	m		Burst roll	Burst Ammo	Mag Size	Ammo Carried
mod: x	x					

Quality | grit | grit / 2 = tier | gain +1 bonus per tier | attack bonus | damage bonus

max tier = quality

filled mod slots ☐☐☐☐☐

Weapon		Skill	Unlocks, features, upgrades and notes			
Range: Short / Melee	Long / Thrown	Damage & type				
m	m		Burst roll	Burst Ammo	Mag Size	Ammo Carried
mod: x	x					

Quality | grit | grit / 2 = tier | gain +1 bonus per tier | attack bonus | damage bonus

max tier = quality

filled mod slots ☐☐☐☐☐

Armor	Quality	Soak Type(s) & Rating

Unlocks, features, upgrades and notes

filled mod slots ☐☐☐☐☐

NEWEDO

PET INFORMATION SHEET

PET NAME

PET TYPE (ANIMAL, KAMI or ROBOT)

RANK

SIZE	MOVE

ATTACKS OR ACTIONS PER ROUND

REFLEX

POWER

HEART

PRESENCE

PERCEPTION

SAVVY

	INITIATIVE	RESOLVE	DEFENCE
BASE			
MOD			
FINAL			
	INITIATIVE	RESOLVE	DEFENCE

HP MODIFIER

SOAK

KINETIC	
ELEMENTAL	
BIOLOGICAL	
ARCANE	

HEALTH POOL

MAX

CURRENT

SKILL PENTALTY WHEN BELOW FULL HEALTH -5

PASSIVE ABILITIES

NAME	DESCRIPTION
	unlocks at Rank 2
	unlocks at Rank 4

SKILLS

SKILL	FOCUS					TRAIT
	d	d	d	d	d	
	d	d	d	d	d	
	d	d	d	d	d	
	d	d	d	d	d	

ACTIVE ABILITIES

NAME	DESCRIPTION
	unlocks at Rank 3
	unlocks at Rank 4

COMBAT

	Melee or Ranged	Range	Damage	Description
Primary Attack		m		
Secondary Attack		m		unlocks at Rank 4

Modifications, appearance, personality, other notes

IMAGE

CLOSING NOTES AND THANKS

Holy hot damn, what a ride. I love these games – imagination games that let me float above my reality – but I never expected the positivity and warmth that this baby of mine has received. This experience has been moving. I'd like to thank some folk because I couldn't have done this without them.

Thanks to Catherine and Sandy 'cuz, jebus knows, I don't know how to use a comma. They haven't edited this page.

Thanks to Kris, Scott, Connor, and Mal for your commitment to this thing. Your contributions took NewEdo from an indulgence to a universe.

Thanks to the patience and support of the Kickstarter crowd.

Thanks to the Discord channel for being a foil, kite, and anchor. I mostly did this to impress you guys. I hope it worked.

Thanks to Fujiko and Yuki and the Big Bird crew, and Migi, and Kohei, for taking me in when I washed up on shore. NewEdo would have been New Toronto without you.

Thanks to Nick for kicking my ass into making my project into a product.

Thanks to Damir and Kate. You elevated this book.

Thanks to Beth, my wife, for having no fucking clue what these games are about but always, always, being there for me during this process. Goddamn.

More NewEdo is coming soon…

KIKUCHI MEDIA INC.
HONPO
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WELCOME TO NEWEDO

NewEdo is a game for players who love the character creation and customization process. Set in a city where a thousand years of tradition have come into conflict with the rapid pace of modern life, NewEdo's core theme is *change*. In this world, belief defines reality in a very literal way. Monsters and magic exist, believed into existence by the population. Various factions seek to capitalize on this powerful tenet, aiming to sway popular belief and define the future of the Empire. Your characters will have an agenda in this conflict; between the past and the future, tradition and technology. Set at a series of inflection points, your stories will reshape the Empire. And no two characters will ever be the same.

新江戸

Salty Games

HONPO
"DELICIOUS DRY"

KIKUCHI MEDIA INC.

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Content warning: this game has a generally positive vibe but I am a sailor and cuss like a sea hag, so there's, frankly, quite a bit of swearing in here. NewEdo does not touch on sensitive subjects like sexuality or race but does offer players a spectacular variety of ways to commit violence on the other denizens of the game world, so reader discretion is advised.